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T h e S h o p p e M a n u a l

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User's Guide and Tutorial for
Ye Olde Font Shoppe
Version 1.0

by

Thomas R. Hintz
Director

and

S. Sachs
Applications PROgrammer

I F A S C o m p u t e r N e t w o r k
C o p y r i g h t 1 9 8 7

"The Font Shoppe is open 24 hours a day, 7 days a week,
and twice as long on holidays." -- the Shoppe Keeper

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The Reciting of the Recognitions

The following are trademarks of Digital Equipment Corporation:

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LA100
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The following graphics scribes were created by DEC for the Pro/300:

CGLFPU (CORE Graphics library or CGL)
GIDIS (General Image Display Instruction Set)

The following programs are products of DEC for the Pro/300:

EDT
PROSE
PRO/SIGHT

The following programs are products of the IFAS Computer Network for the Pro/300:

GCL (GIDIS file decoder/encoder)
GIDDAP (GIDIS Display Application)
LA100 File Printing Utility (prints using Font Shoppe fonts)
SIGHTkick
Ye Olde Font Shoppe

ORIGINAL ARTICLES

The relationship between the incidence of coronary artery disease and the incidence of hypertension in the United States

1975
100-105

100-105

The relationship between the incidence of coronary artery disease and the incidence of hypertension in the United States

The relationship between the incidence of coronary artery disease and the incidence of hypertension in the United States

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Section I.

PROGRAM INSTALLATION AND OVERVIEWP/OS Versions Supported

The Font Shoppe may be used with P/OS versions 2.0 and 3.0. The File and Disk Services offered through the Shoppe will operate as usual under P/OS 2.0; in P/OS 3.0, both service options will use Disk Services. The Shoppe automatically determines the P/OS version, so you do not have to worry about it.

Application Distribution Diskettes

The Font Shoppe application is on two diskettes. Diskette 1 (disk volume name FONTSHOPD1) contains the bulk of the Shoppe Programs, and diskette 2 (disk volume name FONTSHOPD2) houses the remainder.

Also on diskette 2, directory [USERFILES], are several fonts which are NOT copied to the hard disk by the installation process. You may copy these files yourself to the hard disk for use with the Font Shoppe. Plus, this directory contains the text (TXT) files PROSEGRID.TXT and EDTGRID.TXT; these files are discussed in Chapter 11.

In diskette 2's [USERFILES] directory is a file FONTLIST.DOC -- print this file out; it describes what fonts files are in the directory.

The Optional, Stand-alone SIGHTkick

Also on diskette 2 is a program called SIGHTkick. SIGHTkick is an OPTIONAL stand-alone program, IDENTICAL to that provided by the Font Shoppe's Main Counter choice "Run Pro/SIGHT." The optional stand-alone SIGHTkick is NOT installed when you install the Font Shoppe.

The optional stand-alone SIGHTkick is provided for the user who, after creating all of the desired fonts, wishes to remove the Font Shoppe from the hard disk, but still wants to be able to use the fonts in Pro/Sight.

When you install the Font Shoppe, it includes its own utility to handle the "Run Pro/SIGHT" option. If you wish to install the optional stand-alone SIGHTkick, place diskette 2 into a drive and perform the usual application installation procedures.

The documentation for SIGHTkick is in a separate user's guide called "SIGHTkick, A Pro/SIGHT Font Loader."

Installation Directions

- (1) Install the Font Shoppe application. To do this, insert the diskette labeled FONTSHOPD1 into a diskette drive and perform the usual installation procedure via Disk Services or Environment Services.
- (2) When prompted, remove FONTSHOPD1 and insert the second diskette, FONTSHOPD2.

If the computer has a problem with installing the application, it is most likely due to your hard disk not having enough contiguous space and/or room. The Font Shoppe requires approximately 800 blocks of disk space with up to 250 blocks contiguous.

- (3) After the installation has successfully completed, remove the diskettes and store them in a safe place. Or, examine the [USERFILES] directory on FONTSHOPD2 for fonts; print out the file FONTLIST.DOC.
- (4) Create a hard disk directory named [FONTS].
- (5) Set the current default directory to [FONTS].
- (6) Run Ye Olde Font Shoppe. Press DO to proceed to the Main Counter.
- (7) Either pull out or copy the Quick Reference pages in Section VI of this manual. Use these during the tutorial.
- (8) Begin reading Section II. Follow the tutorial. A glossary is provided in Appendix A. Error messages are listed in Appendix B. When you run Pro/SIGHT, let any pictures you save reside in directory [FONTS].
- (9) Read and complete the Section III tutorial. Examine Section IV for Advanced Topics.

Remember to keep your fonts and stuff in the directory [FONTS] so you can see what files the Font Shoppe creates and uses.

1. The purpose of this document is to provide information regarding the security of the system.

2. Security Requirements

The system must be designed to protect the confidentiality, integrity, and availability of the information it processes.

The system must be able to detect and respond to security threats in a timely manner.

The system must be able to recover from security incidents and restore normal operations as quickly as possible.

The system must be able to provide a clear and concise audit trail of all security-related events.

The system must be able to provide a clear and concise report of all security-related events.

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The Shoppe Manual Overview

This manual is divided into six sections, as described below.

Section I

Contains the contents and this overview.

Section II

Contains the Drawing Board tutorial. Explains how to use the Font Shoppe to create a font set. Read this Section next.

Section III

This section contains a tutorial for some of the Main Counter options. This explains how to translate the sample font you created in Section II into something you can use from Pro/Sight.

Section IV

This is the Advanced Topics section. Here you will find explanations for those Main Counter options not covered in the previous sections. Also, Chapter 11 explains what you can do with the optional EDTGRID.TXT and PROSEGRID.TXT files stored in the Shoppe's distribution diskette 2 (FONTSHOPD2) [USERFILES] directory.

Section V

This section contains the appendices, which includes a glossary and list of error messages.

Section VI

This section contains copies of charts and forms you will find helpful when using the Font Shoppe.

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Section II.

THE DRAWING BOARD TUTORIAL

Tutorial Overview

The tutorial included in this section of the Manual will guide you, the Shoppe customer, through the Font Shoppe's Drawing Board option. You should be familiar with the following concepts before beginning the tutorial:

- arrow keys (the four cursor-moving keys)
- Compose Character key sequence
- create a directory
- create a file
- cursor
- delete a file
- disk drives (or diskette drives)
- file name
- file extension
- file version number
- function keys
- graphics
- hard disk
- how to unlock a locked file
- installing an application
- new file
- old file
- read from a file
- save information in a file
- set the current/default directory
- write to a file

If you are not acquainted with a particular term or concept, you should reread the documentation that came with your Pro 300. Also, you would benefit by installing and running the application provided with your hard disk system diskettes: "Professional System Overview." The following terms are explained within Section II:

- write to a file
- ASCII
- characters
- Control-C (Ctrl-C)
- CORE Graphics/CGLFPU
- descenders
- fill patterns
- FNT
- font
- font files

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GIDIS protocol
Interrupt-Do
stamp, stamper

Errors

Most errors will involve your pressing an inappropriate key or choosing an option out of sequence. To remedy the situation, either press the proper key or choose the correct option.

If the program indicates that you need to examine the Manual for an error's explanation, then refer to Appendix B, Error Messages and Warnings.

CHAPTER I
THE UNITED STATES
OF AMERICA

1776

The United States of America was founded on the 4th of July, 1776. It was the first time that a new nation was born in the world. The people of the United States were the first to declare their independence from a foreign power. They were the first to establish a new form of government. They were the first to create a new nation. They were the first to be free.

Chapter 1.

THE FONT SHOPPE: AN INTRODUCTION

It is a warm day, but the breeze offsets the heat of the sun. You are ambling down the boulevard toward the center of a small multitasking town. You reach a street where the pavement is cobblestone and the sidewalks are of brick. You pass a cafe, a small bookstore, and then you spot the old gentleman, wearing an apron and a straw hat, sweeping the dust from the front of his shop.

"Good day!" he hails and you repeat the greeting, glancing at the sign hanging from a pole above and perpendicular to the door: Ye Olde Font Shoppe it reads.

Much business today? you ask, stopping under a small shady oak in front of the store, resting your legs, in a mind for a friendly chat.

"Some," answers the Shopkeep. "Busier during the week -- when the offices are open. Get a lot of users needing font touchings-up for reports and presentations. Always in a hurry, they are!

I'll bet, you answer. We put out some charts where I work; always need to make it flashy to catch the clients' attention. I think we've used as many boxes and circles as we could fit in, but the whole picture still ends up looking like anything we've ever done.

"Don't need a lot to mean a lot to the eye," says the shopkeeper. "If you have reached you're creative limit and need something fresh, why not try a new font?"

A new font? you ask. What's that, as I'm sure you might know, you say as you glance at the sign.

He smiles. "Yes, I might know. I might just know." He sets his broom aside. "Come have a seat and a lemonade," he says, and you follow him to a bench under a canopy.

What a Font Is

"A font describes how letters and numbers look. For instance, have you ever seen Old English script? You know, the letters all have fancy loops and swirls. When you read a document with Old English letters, you could swear you were looking at something straight out of the eighteenth century.

Introduction

The purpose of this document is to provide a comprehensive overview of the project's objectives, scope, and timeline.

The project aims to develop a new software application that will streamline the workflow of our department. The primary goal is to increase efficiency and reduce the time spent on manual tasks. The project will be managed using a agile methodology, allowing for flexibility and iterative development.

The project is divided into several phases, including requirements gathering, design, development, testing, and deployment. Each phase has specific deliverables and milestones that will be tracked throughout the project.

The project team consists of a project manager, a business analyst, a software developer, and a quality assurance specialist. Each team member has a defined role and responsibilities to ensure the project's success.

The project budget is estimated at \$50,000, which includes personnel costs, software licenses, and other resources. The timeline for the project is approximately 12 weeks, starting from the initiation phase and ending with the final deployment.

The project will be supported by a dedicated team and regular communication. Weekly status meetings will be held to discuss progress, challenges, and next steps. The project manager will provide regular updates to the steering committee.

The project is subject to change, and the team will be prepared to adapt to any changes in requirements or scope. The project manager will ensure that any changes are properly documented and approved.

The project is expected to deliver significant benefits to the organization, including improved productivity, reduced errors, and enhanced customer satisfaction.

The project will be completed by the end of the fiscal year. The final deliverable will be a fully functional software application that meets the requirements and is ready for deployment.

Page 1

The project is a critical initiative for the organization, and the team is committed to its successful completion. The project manager will ensure that all project goals are met and that the project is delivered on time and within budget.

"Well, what you might say is that those letters are made using an Old English font. That's what 'font' means: How the letters look.

"Now, the computer uses fonts as well. Nothing fancy mind you -- just plain and simple ones so your eyes won't go crazy from staring at them all day. The one your computer uses is a Gothic type of font. It comes with the computer when you buy it and you don't have to do anything special to use it; the computer knows how to use it. You just press keys and Gothic characters magically appear!"

Characters? you ask. What are characters?

"Characters refer to all of the numbers, letters, and symbols in a font. And each font will have it's own set of characters. For example, the characters in a calculator's font may only consist of numbers and a plus and minus sign. If Computer X is using a font, it doesn't mean that Computer X will have all of the characters that Computer Y has just because they are both using the same font."

And I can create new fonts for the computer to use? How do I get the computer to use them?

"Well, for your computer (Pro 300), graphics programs can use and display new fonts, just like they can display boxes and circles. For our purposes here, let us say that you cannot change the built-in font, the Gothic font you see when you turn the computer on.

"For a graphics program to display your fonts, the graphics program must be receptive to using new fonts. For example, you cannot use new fonts with PROSE or EDT because they just aren't designed with new fonts in mind."

Oh, I get it. I can make new fonts, but they can only be used by graphics programs that are designed to use the new fonts. I can't make the Pro 300 change it's Gothic font, just like I can't create new fonts for the LA100 printer. The printer doesn't know how to use font files I may create.

"That's right."

But what about Pro/SIGHT? Can I design new font files for it?

"Yes you can, but certain magic potions must be concocted to make Pro/SIGHT use your fonts," he says with a grin. (This is explained in the tutorial section.)

When I make a new font, do I have to make it especially for one type of graphics program? If I design a font for Pro/SIGHT, would I have to redesign it to work with, say, GIDDAP?

1. The first part of the document is a letter from the President of the United States to the Congress, dated January 1, 1861. It is a very important document, as it sets out the President's policy for the new year. The President states that he is pleased to have the Congress assembled, and that he is confident that they will be able to carry out their duties in a manner that will be to the benefit of the country.

2. The second part of the document is a report from the Secretary of the Treasury, dated January 1, 1861. It is a very important document, as it sets out the Secretary's policy for the new year. The Secretary states that he is pleased to have the Congress assembled, and that he is confident that they will be able to carry out their duties in a manner that will be to the benefit of the country.

3. The third part of the document is a report from the Secretary of the Interior, dated January 1, 1861. It is a very important document, as it sets out the Secretary's policy for the new year. The Secretary states that he is pleased to have the Congress assembled, and that he is confident that they will be able to carry out their duties in a manner that will be to the benefit of the country.

4. The fourth part of the document is a report from the Secretary of the War, dated January 1, 1861. It is a very important document, as it sets out the Secretary's policy for the new year. The Secretary states that he is pleased to have the Congress assembled, and that he is confident that they will be able to carry out their duties in a manner that will be to the benefit of the country.

5. The fifth part of the document is a report from the Secretary of the Navy, dated January 1, 1861. It is a very important document, as it sets out the Secretary's policy for the new year. The Secretary states that he is pleased to have the Congress assembled, and that he is confident that they will be able to carry out their duties in a manner that will be to the benefit of the country.

6. The sixth part of the document is a report from the Secretary of the State, dated January 1, 1861. It is a very important document, as it sets out the Secretary's policy for the new year. The Secretary states that he is pleased to have the Congress assembled, and that he is confident that they will be able to carry out their duties in a manner that will be to the benefit of the country.

7. The seventh part of the document is a report from the Secretary of the War, dated January 1, 1861. It is a very important document, as it sets out the Secretary's policy for the new year. The Secretary states that he is pleased to have the Congress assembled, and that he is confident that they will be able to carry out their duties in a manner that will be to the benefit of the country.

8. The eighth part of the document is a report from the Secretary of the Navy, dated January 1, 1861. It is a very important document, as it sets out the Secretary's policy for the new year. The Secretary states that he is pleased to have the Congress assembled, and that he is confident that they will be able to carry out their duties in a manner that will be to the benefit of the country.

9. The ninth part of the document is a report from the Secretary of the State, dated January 1, 1861. It is a very important document, as it sets out the Secretary's policy for the new year. The Secretary states that he is pleased to have the Congress assembled, and that he is confident that they will be able to carry out their duties in a manner that will be to the benefit of the country.

10. The tenth part of the document is a report from the Secretary of the War, dated January 1, 1861. It is a very important document, as it sets out the Secretary's policy for the new year. The Secretary states that he is pleased to have the Congress assembled, and that he is confident that they will be able to carry out their duties in a manner that will be to the benefit of the country.

"No, you would not have to make changes for a font used with SIGHT and GIDDAP. They both conform to GIDIS protocols, and the Font Shoppe only produces GIDIS-protocol font files."

GIDIS what? you ask.

GIDIS

"Within your Pro 300 there resides GIDIS, a graphics master scribe. When a box needs drawing or a circle needs filling, an instruction is sent to GIDIS to draw the item on the screen.

"Most graphics programs on the Pro 300 use GIDIS to draw for them. It's a lot easier (and nicer) to use a provided graphics scribe than to have to go through a great deal of trouble to make your own scribe. For example, would you rather use the provided keyboard or build your own?

"As I mentioned, SIGHT and other graphics programs use GIDIS to draw on the screen. The Font Shoppe also uses GIDIS: GIDIS drew the introductory picture, and it also draws the Drawing Board grids.

"If you've used SIGHT, you will have noticed that you can 'write' letters on the screen and that they can be saved in a picture file (a GIDIS file mind you -- extension GID -- the name pays homage to the master scribe). You can also stretch and 'zoom' the letters. The way the letters are written to the screen is as follows: Let's say you choose one of the floppy-looking font characters provided. SIGHT will pass to GIDIS the message 'the user just chose font such-and-such. When a character key is pressed, use that font to draw the character on the screen.' Now let's say you press the A key; SIGHT will pass the A to GIDIS who will in turn draw the A with the shape specified in the floppy-looking font. Mind you, that font doesn't just have one message in it saying 'draw all characters kind of floppy-looking'; that font contains the actual shapes for letters A to Z, a to z, 0 to 9, et cetera."

Oh, I get it: GIDIS uses the actual shapes found in the font file to draw the character. SIGHT passes the character to GIDIS; GIDIS looks up the shape in the file and draws it on the screen. But what if the shape for a character doesn't exist? What, for example, would happen if only the shapes for letters A through M were in the file and I pressed N or T or Z?

"Then GIDIS will draw a splat: That's sort of a checkerboard pattern. It's GIDIS's way of saying 'I couldn't find a shape for that character so I'm drawing a nonsense pattern.' Don't worry -- GIDIS won't ruin your font file if he can't find the right shape! He's very lenient.

"Notice that I keep mentioning a font 'file.' This is important, because if graphics programs can use font files, they can use the font files more than once; in other words, the font information is kept in convenient locations -- in files -- so that the information can be used over and over again and shared by different graphics programs.

"And just for future reference, CORE Graphics (or CGLFPU), a lesser graphics Pro 300 scribe, actually uses GIDIS to draw on the screen. CGLFPU-using programs are therefore also following the GIDIS protocol.

"Perhaps you wish to enter the Shoppe now?..."

A Word About Vandalism

The Shoppe Keeper goes to great lengths to prevent damage to your font files. One of the methods of file protection used by the Keeper is the disablement of Control-C (a.k.a. Ctrl-C, alias Interrupt-Do). Control-C is a wanton shoplifter that has no regard for private property. Imagine the Keeper's surprise if, when the Keeper is placing a pattern into a font file, Control-C should sneak in; why, the file will end up with only half of one thing and none of the other. It would be very hard for the Keeper to rectify that problem.

Therefore, when you wish to remove yourself from the Shoppe, please be sure and follow the established route (press EXIT/DO combinations to get out). The Shoppe Keeper feels that his establishment is worthy of pause, and he doesn't want users "sneaking" in or out. "Do you ever exit from a cafe by jumping out of a window or by dropping through the floor?" he asks. However, should you produce a Control-C, the Keeper will recognize your weakness and bag the little fellow before it can do any harm: The Keeper will freeze the screen activity so he can catch the mite; he will then wait for you to press a key to unfreeze the screen. This key you press may be any harmless one such as the space bar.

The only event the Keeper cannot quash is the shutting off of the computer. Should the machine be shut off during writes to a font file, the font file may be rendered useless. If a font file cannot be adequately accessed from the drawing board or PRO/SIGHT, it should be deleted. The only persons who who may be able to resurrect a damaged font file are the Shoppe's architects.

Editorial
The American Medical Association is proud to have been selected as the official medical journal of the United States Olympic Committee for the 1936 Olympic Games in Berlin. This honor is a reflection of the high standards of medical science and practice maintained by the Association and its members.

The American Medical Association is a non-profit organization dedicated to the promotion of the health and welfare of the people of the United States. It is composed of more than 50,000 physicians and surgeons who are committed to the highest standards of medical ethics and practice.

The Association's primary concern is the advancement of the medical profession and the improvement of the quality of medical care for all Americans.

THE AMERICAN MEDICAL ASSOCIATION'S POSITION ON THE OLYMPIC GAMES

The American Medical Association has a long and distinguished history of participation in the Olympic Games. It has been the official medical journal of the United States Olympic Committee since 1924. The Association's participation in the Games is a testament to its commitment to the promotion of international understanding and cooperation through the sport of athletics.

The Association's participation in the Olympic Games is also a reflection of its commitment to the highest standards of medical science and practice. The Association's members are committed to the highest standards of medical ethics and practice, and they are dedicated to the improvement of the quality of medical care for all Americans.

The Association's participation in the Olympic Games is a testament to its commitment to the promotion of international understanding and cooperation through the sport of athletics. The Association's members are committed to the highest standards of medical ethics and practice, and they are dedicated to the improvement of the quality of medical care for all Americans.

Chapter 2.

INSIDE THE SHOPPE: A TUTORIAL

You enter the Shoppe. It is cool and shady inside. A ceiling fan with large blades turns slowly overhead.

The front of the Shoppe, where the door is, has a large picture window that looks out at the town square across the street. The sun is sinking behind the shop, so the view of the square is bright, the shadows of the trees are hidden. You see, in reverse, the words Ye Olde Font Shoppe painted upon the picture window; the letters are in an Old English font. You smile at that.

You turn around and notice the stained pine boards that make up the floor. They lead away from you to the long counter at the other end of the room. The counter is painted white and runs from the north wall to the south.

You sit upon one of the many bar stools that line the counter. Your eyes sweep the shelves upon the wall behind the counter, and you notice objects that you've never seen before, like stuff a city dweller might imagine he'd find in a farmer's mercantile establishment: Stuff he knows belongs there, in the scene, even though he doesn't know what any of it is. You gaze at the menu painted on a sign that's hanging from the wall. It reads, "The Main Counter."

"You are at the Main Counter," says the Shopkeep. "From here you may create and modify fonts. You may also use Pro/SIGHT if it is already on your hard disk."

You notice the final option: Pay for services. Your eyebrows raise. The Shoppekeeper notices your concern. "It is not a monetary payment," he says through a grin. "Your payment is time and patience. Remember, the Pro 300 is a powerful and complex machine."

About the Tutorial

The Shoppe Keeper will now lead you through the tutorial. You are free to experiment along the way. Should you find that you have gotten lost or feel you have scrambled something, press EXIT (and DO when specified) until you have left the Shoppe. Then, either begin again or continue where you have left off, if possible. (Note: EXIT procedures are boxed off and are quite visible in the narrative below.)

THE HISTORY OF THE UNITED STATES

The first part of the book is devoted to the early history of the United States, from the discovery of the continent by Christopher Columbus in 1492 to the establishment of the first colonies in the early 17th century. This section covers the exploration of the New World, the settlement of the eastern coast, and the early struggles of the colonists against the British and the native Americans.

The second part of the book deals with the period of the American Revolution, from 1775 to 1783. It describes the war for independence, the signing of the Declaration of Independence in 1776, and the establishment of the new nation under the Constitution in 1787.

The third part of the book covers the period from 1789 to 1861, which includes the early years of the United States, the expansion of the territory, and the growing tensions between the North and the South. This section also discusses the War of 1812 and the period of the Jacksonian era.

The fourth part of the book is devoted to the Civil War, from 1861 to 1865. It describes the conflict between the Union and the Confederacy, the role of Abraham Lincoln, and the eventual victory of the Union.

The fifth part of the book covers the period from 1865 to 1900, which includes the Reconstruction era, the Gilded Age, and the Progressive Era. This section discusses the challenges of rebuilding the South, the rise of industrialization, and the reforms of the Progressive movement.

The sixth part of the book covers the period from 1900 to 1945, which includes the Progressive Era, the World War I era, and the World War II era. This section discusses the reforms of the Progressive movement, the impact of World War I, and the challenges of World War II.

The seventh part of the book covers the period from 1945 to the present, which includes the Cold War era, the Vietnam War era, and the modern era. This section discusses the challenges of the Cold War, the Vietnam War, and the current state of the United States.

To refresh your memory as to what you have been doing, read the provided summary notes.

IT IS HIGHLY RECOMMENDED THAT YOU FIRST CREATE A NEW DIRECTORY ON THE HARD DISK FOR YOUR FONTS. SET THE DEFAULT TO THIS NEW DIRECTORY, THEN RUN THE FONT SHOPPE. THIS IS TO ALLOW YOU TO MORE EASILY SEE WHAT FILES ARE CREATED BY THE SHOPPE'S PROCESSES.

Above all: TAKE YOUR TIME.



Figure 2-1. At the Shoppe Keeper's Main Counter

The Main Counter

There are nine options available from the Main Counter. One is ADDITIONAL OPTIONS, and it is accessed by pressing the function key with that name. Do so. The Additional Options counter contains the three services available from the Pro 300's Main Menu: File Services, Print Services, and Disk Services. Exiting from the Additional Options counter will return you to the Main Counter. Press EXIT to do so.

"Let me use the drawing board"

This is the first Main Counter option. This option lets you create and modify font files. Choose this option.

[illegible]

How to leave the Drawing Board quickly:

Press EXIT, or a succession of EXITs, until the Exit Options menu appears; then press DO. You will wind up back at the Main Counter.

[illegible]

Welcome to the Drawing Board, the most elaborate of the Font Shoppe's counters. Let us now take a tour of the Drawing Board screen.

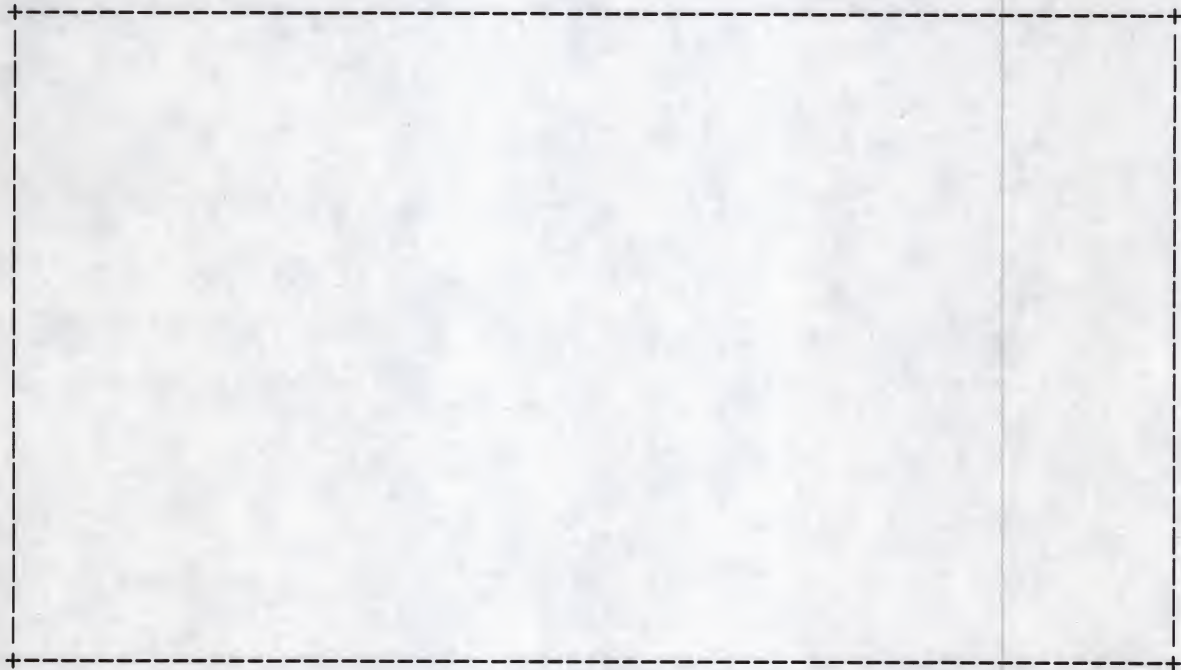


Figure 2-2. Drawing Board

The Character Grid

In the upper-left portion of the screen you will note a grid; below that is another grid. The top grid is labeled "Character Grid Keyboard Key:". It is upon this grid that you will create and modify font patterns. It is also where you always begin upon entering the Drawing Board. We will spend the rest of this chapter here.

Notice that a square cursor is flashing in the upper-left section of the grid.

INSERT HERE (fill one block on the grid)

Press the INSERT HERE key now. Congratulations! You have just created your first font pattern. You have also used your first Drawing Board function key.

HELP (defines a function key)

To find out what INSERT HERE really did, press HELP, then press INSERT HERE. In the box at the bottom of the screen, you should see a description for the INSERT HERE key. If you didn't, or the screen filled with text, press the space bar until the Drawing Board is redrawn and everything has calmed down. After reading the HELP message, press the space bar.

Summary:

- (0) When entering the Drawing Board, you begin on the Character Grid.
- (1) The flashing square cursor on the top grid is called the "stamp" or "stamper." When you press INSERT HERE, the stamper will fill in the tiny little block on the grid that it outlines.
- (2) When you press HELP and then INSERT HERE, you will receive a description of what INSERT HERE does.

The stamper is movable. To move the stamper to the right, press the right arrow key. To move the stamper down, press the down arrow key. The remaining arrow keys move the stamper in the corresponding directions. If you hold an arrow key down, the stamper will move faster in the indicated direction. The stamper will never travel off of the grid.

REMOVE (clear one block on the grid)

Now, let's try moving the stamper around the grid. Whenever you feel like it, press INSERT HERE. Suggestion: Make one of those "happy faces" (on the grid). You needn't worry about how accurate the head is. To remove a stamped block, move the stamper over the block and press REMOVE; the block will be cleared.

If you forget what REMOVE does, press HELP and then REMOVE. In the box at the bottom of the screen, you should see a description for the REMOVE key. If you don't, or if the screen fills with text, press the space bar until the Drawing Board is redrawn and everything has calmed down. After reading the HELP message, press the space bar.

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Summary:

- (3) Use the arrow keys to move the stamper around the grid.
- (4) Use REMOVE to clear a block on the grid.
- (5) When you press HELP and then REMOVE, you will receive a description of what REMOVE does.

"Normal" View Field

Notice that as you create and edit your pattern, the pattern on the grid is echoed to the Playing Field and the "Normal" View Field. (The Playing Field will be examined later.) The "Normal" View Field, in the bottom-middle of the screen, shows three sizes. You can expect Pro/SIGHT to show your pattern with the quality seen in the View Field sizes. Those sizes were chosen because larger sizes tend to make a pattern look ragged and smaller sizes tend to make a pattern look squished.

BREAK (turn OFF Update Fields echo)**General Information: Update Fields**

The View Field patterns are unalterable by you. You can, however, increase response speed on the Character Grid (the grid you are working with) by telling the Drawing Board not to echo your pattern to the View Field. To do this, press BREAK now. Look in the box at the top right of the screen (the one labeled General Information). Notice that there is a line "Update Fields:". If you have pressed BREAK, the word following that line will be "OFF." OFF means that there is no echo. Now, try some sample INSERT HERES and REMOVES. Notice that you can insert and remove quicker without the pattern echo. Now, press BREAK again and the echoed patterns will be updated. Again, notice that the word after "Update Fields:" is ON, because the View and Playing fields are being updated.

Press HELP and then BREAK. You should know by now that pressing the space bar gets you out of HELP.

Summary:

- (6) The "Character Grid Keyboard Key" grid is known as the Character Grid.
- (7) When you insert or remove blocks on the Character Grid, the pattern is echoed to (a) the Playing Field and (b) the top half of the "Normal" View Field.

- (8) The View Field shows what your pattern might look like as a character in use in SIGHT, for example.
- (9) You can use BREAK to either turn on or off the pattern echo to the "Normal" View Field and Playing Field. The pattern echo or update status is given in the General Information box at the top right of the screen.
- (10) There is HELP for BREAK. Pressing the space bar will get you out of HELP.
- (11) A "block" refers to the little blocks that make up the grids. A "box" refers to a section on the screen: the box at the bottom of the screen, the Field boxes, the General Information box.

PF1 (reverse grid pattern)

Now press PF1. What PF1 does is make all of the blocks that were empty filled and all of the filled blocks empty. This is called reversing the grid. This is useful for (a) putting a lot of filled blocks on the grid and (b) seeing what your pattern looks like reversed. Try getting HELP for PF1.

Press PF1 again to reverse your pattern to the way it was before. Notice that PF1 does not alter the context of your pattern.

PF2 (flip grid pattern left/right)

Is your pattern symmetrical? That is, do the left and right halves look the same? If so, insert an extra block in the upper-left corner of the grid now. Then, press PF2. When you press PF2, the pattern on the grid will end up looking like a mirror of itself (the procedure is called flip left/right). Press PF2 to flip the pattern back again.

PF3 (flip grid pattern up/down)

Press PF3. Your pattern will be redrawn upside down. The procedure is referred to as flip up/down. Press PF3 again and your pattern will be flipped once more. Notice that like the PF1 and PF2 functions, PF3 will not alter the CONTEXT of your pattern -- your pattern can always be returned to its previous appearance by pressing the same function key.

Try getting HELP for these function keys.

Summary:

- (12) PF1 will reverse the grid pattern. PF2 will flip the pattern left/right. PF3 will flip the pattern up/down. These function keys will not change the context of your pattern.

The first part of the report is a general description of the project. It includes the objectives, the scope, and the methodology. The second part is a detailed description of the results. It includes the data, the analysis, and the conclusions. The third part is a discussion of the results. It includes the interpretation of the results, the limitations of the study, and the recommendations for future research.

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- (13) PF1, PF2, and PF3 provide quick means for altering the pattern on the Character Grid. If you like an altered pattern, you do not have to change it back.

Now, I'm going to lead up to a new concept, so bear with me.

PF4 (temporarily store grid pattern)

On many calculators there is a "memory storage" button. Let's say you have just added a list of numbers together and you want to temporarily store the sum -- you can press the "store in memory" button to do so. Subsequently, you can examine and use that stored number. You can even recall that number several hours later if you wish, as long as the calculator has not been turned off. Notice that the calculator can successfully store that number without the use of disk drives and files.

PF4 is the Drawing Board's answer to the "memory storage" button.

Let's say you like the way your pattern looks, but maybe it could be better, but you're not sure if what you do will improve your original creation. What you want to do is temporarily store the pattern.

Press PF4 once. Take a look at the bottom-right of the screen, where three asterisks (***) have now appeared below the PF4 in the box. This is to let you know that the pattern has been stored -- not in a file, not on the disk, but temporarily and separately from the working area.

Now you can try to "improve" your pattern. Try putting freckles on the happy face. Do a bad job of it.

SELECT+PF4 (draw stored pattern on grid)

You certainly did a bad job of that. But instead of going back and REMOVING all of the freckles, you can just have the nice "memory-stored" pattern brought back. To do so, follow these instructions CAREFULLY:

- (a) Press the SELECT key once;
- (b) press the PF4 key once.

If you mess up, try pressing CANCEL to cancel the SELECT prompt. If your happy face was scrambled, leave the Drawing Board, come back in, and start over.

By pressing SELECT, you may take advantage of modifications to the existing function keys (known as SELECT+ or SELECT plus). Let us try using SELECT with the function keys that we have been experimenting with. But first, make sure that the stored face has been recalled with the SELECT+PF4 procedure.

The first part of the report is a summary of the work done during the last year. It is a very brief summary, but it gives a good idea of the work done.

The second part of the report is a description of the work done during the last year. It is a very brief description, but it gives a good idea of the work done.

The third part of the report is a description of the work done during the last year. It is a very brief description, but it gives a good idea of the work done.

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The seventh part of the report is a description of the work done during the last year. It is a very brief description, but it gives a good idea of the work done.

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The ninth part of the report is a description of the work done during the last year. It is a very brief description, but it gives a good idea of the work done.

The tenth part of the report is a description of the work done during the last year. It is a very brief description, but it gives a good idea of the work done.

The eleventh part of the report is a description of the work done during the last year. It is a very brief description, but it gives a good idea of the work done.

SELECT+CANCEL (cancel SELECT prompt)

Press SELECT. Notice that in the bottom box a list of function keys is given to show you what is available for SELECT+. Press CANCEL now. Remember: If you press SELECT, you can always cancel the SELECT prompt by pressing the CANCEL key. That's all CANCEL is good for -- canceling SELECT.

SELECT+arrow (scroll grid pattern in indicated direction)

Press SELECT again. Now press any arrow key once. You will notice that your pattern has been "scrolled" in the direction of the arrow key you pressed. Play with SELECT+arrow some more. Notice that whenever a row or column has been scrolled off of the grid, scrolling the pattern back the other way will NOT replace the lost row or column. Also notice that when you press SELECT, the text under the Character Grid reads: "Arrow keys will SCROLL stamp." When SELECT is not in use, the line will read "Arrow keys will MOVE stamp." Does this make sense?

Summary:

- (14) When you press PF4, the pattern on the Character Grid is saved in a temporary storage. This is like what happens when you press the "store in memory" button on a calculator.

When you press PF4, *** will appear under the "PF4" in the "Function Keys Specific to the Character Grid" box to let you know that a pattern is currently in storage.

PF4 will retain the pattern until:

- (a) You press PF4 again, in which case PF4 will replace the old stored pattern with the new stored pattern.
- (b) You exit the Drawing Board.

Do not worry about trying to clear the PF4 storage area. The Drawing Board will clear it when you leave.

- (15) SELECT+PF4 will replace the current grid pattern with the stored grid pattern. The stored grid pattern will not change.
- (16) Press SELECT and a list of available SELECT+ function keys will appear in the bottom box. Press one of those.
- (17) To cancel the SELECT+ procedure, press CANCEL.
- (18) The arrow keys normally move the stamp about on the Character Grid. When you press SELECT+arrow (SELECT plus an arrow key), the whole Character Grid is scrolled.

1. SUMMARY OF FACTS

The following information was obtained from the review of the file of the subject, and from the interview of the subject on 10/10/68. The subject is a male, born [redacted], [redacted], [redacted]. He is currently residing at [redacted], [redacted], [redacted].

2. ANALYSIS OF FACTS

The subject has been identified as a member of the [redacted] organization, and has been active in the [redacted] area. The subject has been identified as a member of the [redacted] organization, and has been active in the [redacted] area. The subject has been identified as a member of the [redacted] organization, and has been active in the [redacted] area. The subject has been identified as a member of the [redacted] organization, and has been active in the [redacted] area.

3. CONCLUSIONS

The subject is a member of the [redacted] organization, and has been active in the [redacted] area. The subject has been identified as a member of the [redacted] organization, and has been active in the [redacted] area. The subject has been identified as a member of the [redacted] organization, and has been active in the [redacted] area.

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4. RECOMMENDATIONS

The subject is a member of the [redacted] organization, and has been active in the [redacted] area. The subject has been identified as a member of the [redacted] organization, and has been active in the [redacted] area. The subject has been identified as a member of the [redacted] organization, and has been active in the [redacted] area.

5. REFERENCES

The following information was obtained from the review of the file of the subject, and from the interview of the subject on 10/10/68. The subject is a male, born [redacted], [redacted], [redacted]. He is currently residing at [redacted], [redacted], [redacted].

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The subject has been identified as a member of the [redacted] organization, and has been active in the [redacted] area. The subject has been identified as a member of the [redacted] organization, and has been active in the [redacted] area. The subject has been identified as a member of the [redacted] organization, and has been active in the [redacted] area.

6. APPENDICES

The following information was obtained from the review of the file of the subject, and from the interview of the subject on 10/10/68. The subject is a male, born [redacted], [redacted], [redacted]. He is currently residing at [redacted], [redacted], [redacted].

SELECT+PF2 (flip left/right with overlay)

You may recall that just pressing PF2 will flip the pattern left/right. SELECT+PF2 will do the same thing, except it will flip with "overlay." Perform SELECT+PF2 to see what I mean.

Notice that there are now filled blocks in both upper corners of the grid. SELECT+PF2 performs the following: (a) All filled blocks on the left half of the grid are symmetrically filled on the right half; (b) all filled blocks on the right half of the grid are symmetrically filled on the left half. Unfilled blocks may be filled in by this procedure, but filled blocks will never be unfilled.

Also notice that there is no function key to reverse this process. While PF2 alone is reversible, SELECT+PF2 is not. The following is a summary for all of the Character Grid-manipulating function keys.

Key/Sequence	Changes Context of Grid Pattern?
* ADDITIONAL OPTIONS	no
arrow keys	no
BREAK	no
CANCEL	no
* DO	no
EXIT	yes
HELP	no
INSERT	yes - one block
* NEXT SCREEN	no
PF1	no - procedure is reversible
PF2	no - procedure is reversible
PF3	no - procedure is reversible
PF4	no
* PREV SCREEN	no
REMOVE	yes - one block
SELECT+arrow	yes - if filled blocks scroll off grid
SELECT+INSERT	yes - all blocks are filled
SELECT+PF2	yes - flip left/right is with overlay
* SELECT+PF3	yes - flip up/down is with overlay
SELECT+PF4	yes - stored grid replaces current grid
SELECT+REMOVE	yes - all blocks are cleared
* SET-UP	no

You should now be familiar with all of the above keys and sequences except for those marked with an asterisk (*), which we will be getting to shortly. If you are unsure about a function, go back and review it.

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SELECT+PF3 (flip up/down with overlay)

You may recall that just pressing PF3 will flip the pattern up/down. SELECT+PF3 will do the same thing, except it will flip with "overlay." Now try SELECT+PF3 to see what will happen.

Notice that there are now filled blocks in both upper and lower corners of the grid. SELECT+PF3 performs the following: (a) All filled blocks on the top half of the grid are symmetrically filled on the bottom half; (b) all filled blocks on the bottom half of the grid are symmetrically filled on the top half. Unfilled blocks may be filled in by this procedure but filled blocks will never be unfilled.

As with SELECT+PF2, there is no function key to reverse this process. While PF3 alone is reversible, SELECT+PF3 is not.

You now have mastered the basics of font pattern creating. And notice that no files have been used so far. Now we will get into that area.

Before we do, however, let us take a walk around the screen again. At the top right corner of the screen is the box labeled General Information. You should know what "Update Fields:" is for and what key (BREAK) affects the status (ON/OFF). Above that line is the line "Character Grid File:". Remember that line.

Below the Information box is the Function Keys Available box. Everything from ADDTNL OPTIONS to PREV is available from all user-accessible boxes. The only user-accessible box you know of now is the Character Grid.

At the bottom of the Function Keys box are the "Function Keys Specific to the Character Grid." This function key listing will change when you move to other boxes.

The long box at the bottom of the screen is where the Shoppe Keeper posts messages and prompts you for answers.

Creating a New FNT File

Either bring back the clean happy face with a SELECT+PF4 or clear the grid with SELECT+REMOVE and draw a new one. Make the face a simple one. Press PF4 to store this pattern, as this clean pattern will be the template for many other faces. (PF4 will replace the "old" stored pattern with the "new" stored pattern.)

Now, add a feature to the face -- like a mustache or some hair. Let's say you are ready to save this face in an actual file.

The "FNT" in the heading above is not a typographical error. The files that the Drawing Board works with must always have an extension FNT, and only the Font Shoppe can make FNT files. The FNT file is NOT the font file that will work with PRO/SIGHT; the FNT file must be translated by the Shoppe into a SIGHT- or GIDIS-useable font file. We will get to font file translation process in Chapter 12.

The FNT file is not a text file, so don't try to edit it with PROSE or EDT or try to display or print it. If you are confused about what is going on with the FNT file, put it out of your mind for now and just follow the instructions.

SET-UP (keyboard key and FNT file options)

You want to store the face, so you will have to create a new FNT file to do so. Press the SET-UP key. The SET-UP presents three options:

- Set/Change Keyboard Character
- Use NEW Character Grid FNT file
- Use EXISTING Character Grid FNT file

Since you need a new FNT file, move the blinking arrow down to the second option and press DO or Return. At the bottom of the screen you are prompted to enter a new file name. You do not enter an extension, as the Font Shoppe automatically uses FNT. Enter the file name FONTSHOP and then press CANCEL. This is to show you that whenever you are asked to enter numbers or names, you may press the CANCEL key to clear the entire entry. You also could have used the <X> key to delete one letter at a time.

Now enter any file name you wish to use, maybe something descriptive like HAPPYFACE or FACES, and press Return. The file will be created.

Notes:

- (a) A FNT file has been created. The Font Shoppe will never delete the file. If you never store any patterns in the file, it will still remain in your hard disk directory.
- (b) If the Shoppe Keeper responds with an error message concerning the file's creation, turn now to Appendix B for an explanation of the error message. If you are unfamiliar with making room for files on the hard disk, you had better find someone who can. You must exit the Drawing Board to handle disk problems.

The first of these is the fact that the...
The second is the fact that the...
The third is the fact that the...
The fourth is the fact that the...
The fifth is the fact that the...

The sixth is the fact that the...
The seventh is the fact that the...
The eighth is the fact that the...
The ninth is the fact that the...
The tenth is the fact that the...

The eleventh is the fact that the...
The twelfth is the fact that the...
The thirteenth is the fact that the...
The fourteenth is the fact that the...
The fifteenth is the fact that the...

The sixteenth is the fact that the...
The seventeenth is the fact that the...
The eighteenth is the fact that the...
The nineteenth is the fact that the...
The twentieth is the fact that the...

The twenty-first is the fact that the...
The twenty-second is the fact that the...
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The twenty-fourth is the fact that the...
The twenty-fifth is the fact that the...
The twenty-sixth is the fact that the...
The twenty-seventh is the fact that the...
The twenty-eighth is the fact that the...
The twenty-ninth is the fact that the...
The thirtieth is the fact that the...

The thirty-first is the fact that the...
The thirty-second is the fact that the...
The thirty-third is the fact that the...
The thirty-fourth is the fact that the...
The thirty-fifth is the fact that the...

The thirty-sixth is the fact that the...
The thirty-seventh is the fact that the...
The thirty-eighth is the fact that the...
The thirty-ninth is the fact that the...
The fortieth is the fact that the...

The forty-first is the fact that the...
The forty-second is the fact that the...
The forty-third is the fact that the...
The forty-fourth is the fact that the...
The forty-fifth is the fact that the...
The forty-sixth is the fact that the...
The forty-seventh is the fact that the...
The forty-eighth is the fact that the...
The forty-ninth is the fact that the...
The fiftieth is the fact that the...

Once the file is properly created, the file's name will appear in the General Information box at the top right of the screen after "Character Grid File:". The file is now assigned to the Character Grid.

Once the file is created, you must choose what character you want the face saved under. Since the face is an abstract character, it doesn't really matter what you save it under. But for this tutorial, save the face under the capital letter A. To do so, choose the first option on the SET-UP menu. When you are prompted for the character, press A and then Return.

Notice above the Character Grid the line now reads "Character Grid Keyboard Key: A". The pattern is ready to be saved under A.

You should still be in the SET-UP menu. Press EXIT to leave the menu and return to the grid. You are now prepared to have the face saved.

Summary:

- (20) You have learned how to use the SELECT+INSERT, SELECT+REMOVE, SELECT+PF2, and SELECT+PF3 function key sequences.
- (21) You know which function keys can change the context of the pattern and which can be reversed.
- (22) You may create a file through the SET-UP menu. The file, once created, will never be deleted by the Font Shoppe.
- (23) You chose a character to assign your pattern to so that it may be saved in the FNT file. The character is not saved in the file at the time the character is chosen.
- (24) You know to find error and completion messages in the box at the bottom of the screen, the character you have chosen for the Character Grid pattern above that grid, and the Character Grid file name in the General Information box.

DO (save the pattern in the FNT file)

When you EXIT from the SET-UP Menu, the menu is removed from the screen. To save the pattern, press DO now. If any error messages appear, refer to Appendix B. Otherwise, the message at the bottom of the screen will indicate that the face was stored under letter A.

The first face is now saved under the letter A. Now it is time to make another face. Press SELECT+PF4 to have the template face redrawn on the grid. Add a different feature to the face, such as big ears or antennas. Let's prepare to save this face

The first part of the document discusses the importance of maintaining accurate records of all transactions. It emphasizes that proper record-keeping is essential for the integrity of the financial system and for the ability to detect and prevent fraud.

In the second part, the document outlines the various methods used to collect and analyze data. It describes the process of gathering information from different sources and how this data is then used to identify trends and patterns that may indicate potential risks or areas for improvement.

The third part of the document focuses on the implementation of controls and procedures designed to mitigate the risks identified in the previous sections. It details the specific measures that are put in place to ensure that the organization's operations are conducted in a secure and compliant manner.

The fourth part of the document discusses the ongoing monitoring and evaluation of the system. It explains how the organization regularly reviews its processes and controls to ensure they remain effective and up-to-date with the latest industry standards and regulations.

The fifth part of the document provides a summary of the key findings and conclusions of the study. It highlights the main areas where improvements have been identified and offers recommendations for how these can be implemented to enhance the overall security and efficiency of the system.

The sixth part of the document discusses the future directions of the research. It outlines the areas that will be explored in subsequent studies and provides a timeline for when these studies are expected to be completed.

The seventh part of the document provides a list of references to the sources used in the study. This includes academic journals, books, and other relevant documents that have informed the research and provided a foundation for the findings.

The eighth part of the document discusses the limitations of the study. It acknowledges the constraints that may have affected the results and provides a clear understanding of the scope and applicability of the findings.

The ninth part of the document provides a conclusion to the study. It summarizes the overall findings and reiterates the importance of the research in the context of the field. It also offers a final thought on the future of the research and the potential for further discoveries.

The tenth part of the document provides a list of appendices. These include additional data, charts, and other supporting information that is relevant to the study but too large to include in the main body of the document.

The eleventh part of the document discusses the acknowledgments. It thanks the individuals and organizations that have provided support, guidance, and resources throughout the course of the research. This section is a way to express gratitude and recognize the contributions of others.

The twelfth part of the document provides a list of references. This includes all the sources that have been cited in the document, from academic journals to books and other relevant documents. This section is essential for providing a clear and complete record of the research and for allowing others to verify the findings.

under B. To change the grid's keyboard key, press SET-UP, choose the first option, press B, and then press Return. Press EXIT to leave the SET-UP Menu.

Now press DO to save the second face. Two faces are now in the FNT file. Before we go on, press DO again now. A warning message will appear in the bottom box letting you know that a pattern has already been saved under the letter B. Sometimes you may forget to change the letter before pressing DO, so this message will be helpful. Other times, you will WANT to change the pattern stored under a letter, maybe because you have improved it.

Press CANCEL to avoid replacing the pattern (although you could press RESUME since the face currently on the grid is identical to the one you just stored, so the stored pattern will remain the same).

ADDITIONAL OPTIONS (display or print the FNT file)

Since there are two faces in the FNT file, maybe you would like to see them to be certain they were saved? Sure you do. Press ADDITIONAL OPTIONS.

Note: The FNT print/display option is more fully explained in Chapter 14, but don't skip to that chapter now. Just follow my instructions carefully. We don't want to confuse you more than we have to, now do we?

The screen will clear and at least one FNT file name will appear. Move the -> if necessary to your "faces" file name and press DO.

The screen will clear again and you will be asked to enter a starting ASCII number. JUST PRESS RETURN.

You will be asked for the ending ASCII number. JUST PRESS RETURN.

Now, you get to choose whether you wish to have your faces printed or displayed on the screen. Choose the display-on-the-screen option. The faces will be displayed in two sizes (similar to the two larger sizes on the "Normal" View Field). Underneath each face you will see a number, the ASCII number (065 is ASCII for A, 066 is ASCII for B). What is ASCII? you may ask. The answer appears a little later on, in Chapter 4. For now, just follow the screen's instructions for returning to the Drawing Board.

That example hopefully proved that the faces actually were saved in the font file you specified, under the letters you specified.

THE SECRETARY OF THE
TREASURY
WASHINGTON, D. C.
JANUARY 1, 1914

SIR:

I have the honor to acknowledge the receipt of your letter of the 29th inst. in relation to the proposed amendment to the National Currency Act, and in reply to inform you that the same has been referred to the Committee on Finance, and that they are now considering the same.

I am, Sir, very respectfully,
Yours truly,
J. M. BROWN,
Secretary of the Treasury.

Summary:

- (25) When you press DO, the pattern will be saved under the letter you have specified. If a pattern was already saved under that letter, a warning message will appear in the bottom box. You may then press CANCEL to avoid replacing the pattern or RESUME to replace the saved pattern with the new one currently on the grid.
- (26) When you press ADDITIONAL OPTIONS, you may display a FNT file's pattern on the screen or have the patterns printed out.

You should now be familiar with every function key listed in both function key boxes on the right of the screen, except for NEXT SCREEN and PREV SCREEN. You should now know how to make a pattern, manipulate a pattern, store a pattern in memory, and save a pattern to a new file. If you have forgotten how to do any of these things, go back and review them now. Make and save more faces if you wish. We will move on to the next chapter of the tutorial after one more item.

Use an Existing FNT File

On the SET-UP Menu are three options. We have used two: Choose a keyboard character and use a new FNT file. The last option, use an EXISTING FNT file, works almost like the second.

When you press DO to save a pattern, the Drawing Board will save it in whatever FNT file is listed in the General Information box. This file can be new and empty or it can already contain font patterns. When you choose the final SET-UP Menu option, you get to choose a FNT file from the list of those in the current directory. Or, you can choose another directory by pressing ADDITIONAL OPTIONS while in that list menu. Once you choose the existing FNT file, you can also save patterns in it by pressing DO from the Character Grid.

Therefore, if and when you leave the Drawing Board, and when you return to add more faces into the FNT file, you may select that file with the SET-UP Menu's existing-file option.

1. The first part of the report deals with the general situation of the country and the progress of the work during the year. It is a summary of the work done and the results obtained.

2. The second part of the report deals with the work done during the year. It is a detailed account of the work done and the results obtained.

3. The third part of the report deals with the work done during the year. It is a detailed account of the work done and the results obtained.

4. The fourth part of the report deals with the work done during the year. It is a detailed account of the work done and the results obtained.

5. The fifth part of the report deals with the work done during the year. It is a detailed account of the work done and the results obtained.

6. The sixth part of the report deals with the work done during the year. It is a detailed account of the work done and the results obtained.

Chapter 3.

THE REFERENCE GRID

You should still be on the Character Grid. We will now move to the Reference Grid (it is below the Character Grid). To do so, press PREV SCREEN now.

You should notice three things:

- (a) The pattern on the Character Grid is not altered when you travel to the Reference Grid.
- (b) The Reference Grid's boarder is now flashing.
- (c) While the "Function Keys Available" box remained the same, there were some changes made to the function key list below it, which now reads "Function Keys Specific to the Reference Grid." The Drawing Board knows where you are and adjusts the information accordingly.

If the Character Grid is concerned with placing font patterns into the FNT file, then the Reference Grid is concerned with extracting that information. The FNT file you choose for the Reference Grid may or may not be the same FNT file you specified for the Character Grid. Also, patterns may be transferred from the Reference Grid to the other grid; in this way, you may edit patterns that are stored in a FNT file.

Choosing an Existing FNT File

SET-UP (keyboard key and FNT file options)

The only way to bring a pattern onto the Reference Grid is by having it extracted from an existing FNT file. To do so, press the SET-UP function key now. This function key, as well as others, are similar to the Character Grid keys.

Use the appropriate SET-UP Menu option to select your "face" FNT file. Before exiting the SET-UP menu, choose the option to set the keyboard character. Enter the letter A as the keyboard character to recall. Then, EXIT the SET-UP menu.

If you had successfully stored the first face under the letter A, it will now be drawn onto the Reference Grid. If the face is not drawn, try some of the other letters you had stored faces under, being sure to enter a CAPITAL letter. (If no faces appear, and you are certain you have chosen the correct FNT file, contact the architects for further assistance.)



Figure 3-1. Drawing Board's Reference Grid Set-Up Menu

When a pattern is drawn on the Reference Grid, this pattern will be echoed in the bottom portion of the "Normal" View Field box, just like the Character Grid patterns were echoed in the top part of the Field box.

Summary:

- (27) When you press PREV SCREEN from the Character Grid, you will be moved to the Reference Grid.
- (28) Press SET-UP to set the Reference Grid FNT file and keyboard character. The pattern stored under the chosen character will then be drawn on the grid. The pattern will also appear in the bottom half of the "Normal" View Field box.
- (29) Both grids can reference the same FNT file.

Note: You must select the FNT file BEFORE you choose the keyboard key. If you choose the keyboard key first, the Drawing Board will attempt to find the pattern for that key -- which it will not be able to do since no file was set. When you choose the keyboard key, the Drawing Board immediately attempts to extract the pattern information and display it on the Reference Grid.

Why would you bother with the Reference Grid if you can do all of your work from the Character Grid? Two reasons:

- (a) You can recall a pattern and transfer it to the Character Grid to act as a template for further characters.
- (b) You can recall a pattern and transfer it to the Character Grid to combine characters from different FNT files into one FNT file.

An example for (a) would be where you left the Drawing Board and later returned to create some more faces. Since your template would no longer be stored under PF4 (since you had left the Board), maybe you would have anticipated this problem and stored the template face under the letter T in the FNT file. Now, upon returning to the Board, you could recall the template face upon the Reference Grid, transfer it to the Character Grid, and store it in PF4 for further use. Or, if you had not stored the template face, you could at least recall any other face, transfer it to the Character Grid, clean it up to its template state, and use that face.

An example for (b) would be where you had several different FNT files for different types of faces, and you wanted to place a sample from each different file into a separate FNT file. You could do this by using the SET-UP Menu on the Reference Grid to recall the faces from the files one at a time and transfer them to the Character Grid (one at a time) where they would be stored in the separate FNT file you had established through its SET-UP menu.

SELECT+INSERT (overlay pattern onto Character Grid)

Let's transfer the pattern on the Reference Grid to the Character Grid. To do so, perform SELECT+INSERT now. If there already was a pattern on the Character Grid, notice that the pattern was not cleared before the Reference Grid pattern was transferred. This is called an overlay-transfer, and it is provided so that you may "add" different patterns together. If the Character Grid was empty, you will not have noticed this affect.

If the Character Grid did have a pattern on it before you performed a SELECT+INSERT, do the following: Press NEXT SCREEN to return to the Character Grid; perform SELECT+REMOVE; press PREV SCREEN to return to the Reference Grid; perform SELECT+INSERT. This is what you would do to clear the Character Grid for a "clean reception" of the Reference Grid pattern.

The following function keys work identically to those provided on the Character Grid, except that they affect the Reference Grid pattern. Except for SELECT+REMOVE, these function keys do NOT affect the pattern as it is stored in the FNT file. They are provided as a means of manipulating the pattern before it

The first part of the document discusses the importance of maintaining accurate records of all transactions.

It is essential to ensure that all data is entered correctly and that the system is regularly updated.

The second part of the document outlines the various methods used to collect and analyze data.

These methods include surveys, interviews, and focus groups, each with its own strengths and weaknesses.

The third part of the document describes the process of data analysis, from raw data collection to the final interpretation of results.

It is important to note that the results of the analysis should be presented in a clear and concise manner, using appropriate statistical methods.

The fourth part of the document discusses the importance of ethical considerations in data collection and analysis.

Researchers must ensure that they are following all relevant ethical guidelines and that the data is used for its intended purpose.

The fifth part of the document provides a summary of the key findings and conclusions of the study.

It is hoped that this document will provide a useful overview of the various aspects of data collection and analysis.

is transfered to the Character Grid, if you decide to do so.



Key/Sequence	Performs	Changes Context?
ADDITIONAL OPTIONS	displays/prints FNT file	no
CANCEL	cancels SELECT prompt	no
EXIT	exit option	yes, if you EXIT board
NEXT	jump to Character Grid	no
PF1	reverses grid blocks	no -- reversible
PF2	flip left/right	no -- reversible
PF3	flip up/down	no -- reversible
PF4	store pattern in memory	no
PREV	jump to Playing Field	no
SELECT+INSERT	overlay-transfer pattern to Character Grid	no for Reference Grid, yes for Character Grid
SELECT+PF2	flip left/right overlay	yes
SELECT+PF3	flip up/down overlay	yes
SELECT+PF4	redisplay stored pattern	yes
SELECT+REMOVE	DELETE PATTERN FROM FILE	no
SET-UP	set FNT file/keyboard key	no

Notice that you cannot individually INSERT and REMOVE blocks as you did on the Character Grid.

Also notice that the PF4 provided for the Reference Grid IS INDEPENDENT OF THE PF4 STORAGE PROVIDED FOR THE CHARACTER GRID. Therefore, you have two PF4's -- one for each grid -- available for your use.

SELECT+REMOVE (delete pattern from FNT file)

The SELECT+REMOVE procedure will remove the pattern stored under the currently selected keyboard key on the Reference Grid from the current FNT file. When you perform a SELECT+REMOVE, you are asked to confirm the procedure by pressing RESUME (or CANCEL to cancel the delete). After you delete the pattern under the specified character, you may save another pattern under that character by using the appropriate procedures on the Character Grid.

It is your turn to play with the functions keys provided for the Reference Grid. Try bringing up a stored face, transferring it to the Character Grid, adding a border around the face, and storing it in the faces FNT file. Remember, if you want to store the new face under a character that already has a face in it, you do not have to delete the face (SELECT+REMOVE) from the Reference Grid -- you can just press DO twice on the Character Grid.

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1990		
2000		

THE ACCOUNTS OF THE COMPANY FOR THE YEAR 1900, AS SHOWN BY THE BALANCE SHEET, ARE AS FOLLOWS:

ASSETS

CASH

RECEIVABLES

INVENTORY

FIXED ASSETS

LIABILITIES

PAID UP CAPITAL

RESERVE FUND

DEBTS

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RESERVE FUND

DEBTS

1. The first part of the paper is devoted to a discussion of the general principles of the theory of the structure of the atom. It is shown that the structure of the atom is determined by the laws of quantum mechanics, and that the laws of quantum mechanics are in agreement with the experimental facts.

2. In the second part of the paper, the author discusses the problem of the structure of the nucleus. It is shown that the structure of the nucleus is determined by the laws of quantum mechanics, and that the laws of quantum mechanics are in agreement with the experimental facts.

3. The third part of the paper is devoted to a discussion of the problem of the structure of the molecule. It is shown that the structure of the molecule is determined by the laws of quantum mechanics, and that the laws of quantum mechanics are in agreement with the experimental facts.

4. In the fourth part of the paper, the author discusses the problem of the structure of the crystal. It is shown that the structure of the crystal is determined by the laws of quantum mechanics, and that the laws of quantum mechanics are in agreement with the experimental facts.

5. The fifth part of the paper is devoted to a discussion of the problem of the structure of the solid. It is shown that the structure of the solid is determined by the laws of quantum mechanics, and that the laws of quantum mechanics are in agreement with the experimental facts.

6. In the sixth part of the paper, the author discusses the problem of the structure of the liquid. It is shown that the structure of the liquid is determined by the laws of quantum mechanics, and that the laws of quantum mechanics are in agreement with the experimental facts.

7. The seventh part of the paper is devoted to a discussion of the problem of the structure of the gas. It is shown that the structure of the gas is determined by the laws of quantum mechanics, and that the laws of quantum mechanics are in agreement with the experimental facts.

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SHOPPE KEEPER'S TALES

~~~~~

You glance at the walls about you. Three of the walls contain shelves from floor to ceiling that carry books from end to end. One wall has a large poster with characters and numbers.

Do many find that "perfect" font? you inquire.

"BUT," he continues, "when it comes time to key in the patterns, they sober up, because it takes time to create an entire alphabet, especially the odd ASCII characters. Plus, some patterns are difficult or impossible to transfer onto the 16-by-16 grid on the Drawing Board.'



SECRET

TO: [illegible]  
FROM: [illegible]  
SUBJECT: [illegible]

[illegible text]

[illegible text]

[illegible text]

[illegible text]

[illegible text]

[illegible text]



Why are the Drawing Board grids 16-by-16? you ask.

### Why the Grids are 16-by-16

"Graphics characters can be created with a size from 1 row by 1 column (1-by-1) up to 16 rows by 16 columns (16-by-16). These ranges are set by the GIDIS master scribe. The Font Shoppe has decided to allow 16-by-16 grids because SIGHT allows 16-by-16-sized characters. When the characters are written to the actual task font file (a subject we haven't gotten to yet), the row-and-column size must be specified. This size will be 16-by-16.

"16-by-16 allows you to create fairly detailed patterns for a font. However, some font patterns are simply too complex and would appear ragged on the provided grid.

"You will notice that the bottom three rows on the Drawing Board grids are a different color than the rest of the corresponding grid. These three rows are referred to as the descender area."

And, please, what is a ... ?

" ... descender?"

### What is a Descender

"Notice the following letters: g, j, p, q, y. They have a tail that hangs down below the imaginary line that the above sentence sits upon. These tails are known as descenders. They 'descend' below the imaginary line.

"The descender areas on the Drawing Board grids mark the areas below the imaginary sentence line. When you create an alphabet font, you can position and center the letters correctly if you only let tails and flourishes go into the descender area.

"When you were practicing on the Board by drawing faces, it did not matter where on the grid you drew them, because the faces are abstract patterns. And actually, it is NOT obligatory to draw the descenders in the descender area, but it will help you to develop a sense of consistency."

In other words, I can do what I want ...

" ... as long as YOU know what you are doing," says the Shoppe Keeper, nodding.

### ASCII

Your attention returns to the large poster. (A copy of this poster appears in Section VI of this manual.) It is labeled ASCII Character Chart, and it has legends defined at the top, columns going across the face, and a most remarkable rendering



THE UNITED STATES OF AMERICA  
DO hereby certify that the following is a true and correct copy of the original as the same appears on the records of the Department of the Interior, Bureau of Land Management, Washington, D.C.

TO ALL WHOM THESE PRESENTS SHALL COME, I GREET YOU IN THE LORD AND IN HIS MERCY.  
WHEREAS, by Act of Congress, approved March 3, 1879, entitled "An Act to provide for the disposal of the public lands in the State of California," it was provided that the Secretary of the Interior should cause to be surveyed and mapped the public lands in the State of California, and that the same should be sold to the highest bidder for cash, and that the proceeds of such sale should be paid to the State of California.

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of a classic oriental dragon along the bottom. (Regrettably, the dragon could not be reproduced.) It is very bright and colorful. (Sorry.) It is printed upon a background of ( -- THAT'S ENOUGH!)

"That chart indicates the keys available from the Drawing Board," says the Shoppe Keeper. "If there is a letter in the DBK column, that letter may have a pattern stored under it in the FNT file."

There appears to be about half as many letters in the DBK column as numbers in the ASC column, you say. And why does the first ASC number begin at zero?

"GIDIS allows up to 256 (numbered zero to 255) characters in a font file. Naturally, there are not 256 character keys on the keyboard (and you cannot use the function keys as font character keys.)

"ASCII stand for 'American Code for Information Interchange.' That's a mouthful for saying 'let's have some consistency in assigning numbers to characters,' because, as you may know, the computer works only with numbers. And when your computer communicates with another computer, you need to have the numbers for the characters match!

"When you press, say, the letter A, the keyboard sends not an 'A' to the computer but the ASCII number 65. GIDIS then finds the pattern for the letter A by going 65 letters deep into the font-pattern area. Therefore, the ASCII code can start with zero because GIDIS can use it to find the 'zeroth' font pattern or the first pattern in the font area. This 'font area' can refer to the regular Gothic font or to a font file.

"The ASCII codes that you can use in your font file are limited to those codes that have a keyboard character. Otherwise, how in the world would you tell SIGHT that you wanted the pattern stored under ASCII code 20, for example? But you can tell SIGHT to use the pattern stored under ASCII code 65 by pressing the capital letter A.

"I bet you never knew how much goes on with a simple keypress!"

No, you say, it sure seems complicated. But now I know that for each letter on the keyboard, there is a corresponding number, called the ASCII code, which the keyboard passes to the computer so GIDIS can find the pattern for that character in the proper font area and draw it on the screen. Also, although there may be 256 possible patterns I may create for a font, I can only create patterns for those ASCII codes which have a key I can press, because SIGHT does not let you access patterns stored under ASCII codes that do not have a keyboard key.



The following information was obtained from a review of the records of the Department of the Interior, Bureau of Land Management, for the period 1960 through 1965.

It was found that the records of the Department of the Interior, Bureau of Land Management, for the period 1960 through 1965, contain information regarding the activities of the following individuals:

1. [Name] - [Address] - [City] - [State] - [Zip]

2. [Name] - [Address] - [City] - [State] - [Zip]

3. [Name] - [Address] - [City] - [State] - [Zip]

4. [Name] - [Address] - [City] - [State] - [Zip]

5. [Name] - [Address] - [City] - [State] - [Zip]

6. [Name] - [Address] - [City] - [State] - [Zip]

7. [Name] - [Address] - [City] - [State] - [Zip]



"You've got it," says the Shopkeep. "And notice that Compose Character keys are available from the Board by pressing the proper sequence when you are in the SET-UP Menu's 'select keyboard key' option.

"One other thing I'd like to mention: Remember when you pressed ADDITIONAL OPTIONS on the Board to display what was in your FNT file? You were asked to give the ASCII range to be displayed, and I had you just press Return twice to use the default range of 000 - 255. Now you should know what this range refers to: You can limit the characters displayed by specifying the appropriate ASCII values."

### Fill Patterns

"I'll answer this question before you ask it," the Shoppe Keeper says.

"SIGHT allows you to choose from a variety of fill patterns. And where are the fills patterns stored, you ask? Why, in a font file.

"SIGHT accesses fill patterns from a font file almost like it accesses character fonts from a font file. The only exception is that you do not press a character to choose the fill pattern -- you choose it from a presented selection.

"You can also make fill patterns which SIGHT will allow you to use, in the same manner that you make a character font: You draw the fill pattern on the Character Grid and store it under a character. However, there is an extra adjustment that you need to make to the FNT file font before it is translated into the final task (TSK) font file. This subject is discussed in the Advanced Topics section under Chapter 10, Fill Patterns.

"Now it's time for us to get back to the Drawing Board and finish up with the Playing Field. After that, you will have used every box and function key available to you from the Board!"







## Chapter 5.

### THE PLAYING FIELD

Be sure to review Chapters 2 and 3 to refresh your memory regarding how the function keys operate. Make sure there is a face (or some pattern) on the Character Grid and that the Update Fields (echo) feature is ON.

If you are on the Character Grid, press NEXT SCREEN to advance to the Playing Field; if you are on the Reference Grid, press PREV SCREEN. The Playing Field's border should now be blinking.

Notice that in advancing to the Playing Field, the Function Keys Available box has adjusted the bottom information to read 'Function Keys Specific to the Playing Field.' You should be familiar with the keys listed in the top portion of the Function Keys Available box (ADDTNL OPTIONS through PREV), so their definitions will not be repeated here.

The purpose of the Playing Field is to allow you to manipulate the Playing Field character (in the lower-left corner of that box) as SIGHT might allow you to manipulate it. The Playing Field does not make any attempts to compete with all of SIGHT's advanced functions.

The Playing Field will also allow you display many patterns at the same time in its box. This feature alleviates a tiresome procedure of having to leave the Drawing Board, translate the FNT file into an actual TSK file, run SIGHT, return to the Drawing Board, and re-establish the FNT files through the SET-UP Menu, just so you can see how your characters look when placed next to each other.

Below the Playing Field's box is the line "Arrow keys will MOVE character." Press the right arrow key once or twice now. Notice that the face was moved to the right on the Field. Note: The Playing Field function keys will not affect the pattern currently on the Character Grid.

#### **Arrow keys (move pattern about the grid)**

Press the arrow keys to move the face around the Field. Notice that if you try to move the face off of the Field's borders, the face will disappear, but you can move it back onto the field.



THE HISTORY OF THE  
CITY OF NEW YORK

From the first settlement of the Dutch in 1624 to the present time.

By JOHN ROSS, Esq. of the Middle Temple, Barrister at Law.

LONDON: Printed by J. BARNARD, at the Angel in St. Dunstons Church, 1733.

THE HISTORY OF THE CITY OF NEW YORK, FROM THE FIRST SETTLEMENT OF THE DUTCH IN 1624 TO THE PRESENT TIME. BY JOHN ROSS, ESQ. OF THE MIDDLE TEMPLE, BARRISTER AT LAW.

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**PF1 (changes color)**

Move the face to the center of the Playing Field. Press PF1 now. Notice that the face is now drawn in a different color. Press PF1 several times to view the four colors available (cyan, blue, green, and white).

**PF2 (changes pattern's slant)**

Now press PF2. Press PF2 several times. Notice that the face is being drawn with a forward slant. Keep pressing PF2 until the forward slant starts to let up and the face begins to lean backwards. Press PF2 until the face eventually ends up with no slant in either direction.

**SELECT+PF2 (changes slant's increment direction)**

Press PF2 again several times. Then, press SELECT+PF2. Press PF2 several more times. Notice that after you press SELECT+PF2, the increment direction of the slant is reversed. Therefore, you do not need to "cycle" through the slant to get it to go in the opposite direction.

**PF3 (rotate pattern)**

Adjust the face again until it has no slant. Now, press PF3 several times. The face will be rotated counter-clockwise about its upper-left corner. Press PF3 until you have performed enough PF3's to return the face to its normal upright position.

Sometimes when you press PF3 some smudges or extra blocks will appear along with the altered pattern. These smudges are not your fault (or the Shoppe Keeper's) and will not appear with or affect your final font pattern. These smudges have to do with certain computations GIDIS must go through to rotate the pattern; sometimes the computations are off by a teeny bit.

I would like to mention here that you cannot transfer the pattern, altered or otherwise, from the Playing Field to either of the Character or Reference grids.

**PF4 (reset pattern)**

Before you press PF4, press PF1, PF2, and PF3 enough times to scramble the face on the Playing Field. Now, it would be nice to reset the pattern without having to undo it all by hand, wouldn't it? Well, to do so, press PF4 now. The face will appear as it started in the lower left-hand corner of the Field.



1. Introduction

The purpose of this document is to provide a comprehensive overview of the project's objectives, scope, and timeline. This document is intended for the project team and stakeholders.

2. Objectives and Scope

The primary objective of the project is to develop a new software application that will streamline the workflow of the department. The scope of the project includes the design, development, testing, and deployment of the application.

3. Project Timeline

The project timeline is as follows: Design (2 weeks), Development (8 weeks), Testing (2 weeks), and Deployment (1 week). The total duration of the project is 13 weeks.

4. Resource Allocation

The project team consists of the following members: Project Manager, Software Developer, QA Tester, and System Administrator. Each member has specific responsibilities assigned to them.

The project budget is estimated to be \$50,000. This includes the cost of software licenses, hardware, and personnel. The budget is subject to change as the project progresses.

The project is currently in the Design phase. The next steps are to complete the Design phase and move into the Development phase.

5. Conclusion

This document provides a high-level overview of the project. For more detailed information, please refer to the project charter and the project plan. The project team is committed to delivering a high-quality product on time and within budget.



**SELECT+arrow (alter pattern height/width)**

You may change the height and/or width of the pattern on the Field. The increment direction of the change is in regard to the pattern's upper-left corner.

To increase the pattern's height, press the SELECT+down arrow key until you notice an increase in the height. Note: It may take several SELECT+ keypresses to change the height or width due to the round-off produced by GIDIS's calculations. Press the SELECT+right arrow to key increase the pattern's width.

Notice that when you press SELECT, the line below the Playing Field reads "Arrow keys will ALTER character."

Use the other SELECT+arrow keys to decrease the width and/or height. Notice that you can make the pattern only so small. There is no limit to the size increase for a pattern, but the pattern's edges will be cut off if they would extend beyond the borders of the Field.

**More than One Pattern on the Field**

Press PF4 now to reset the face to its original attributes, then move the face to the top left corner of the Playing Field.

Now, press PREV SCREEN to return to the Character Grid. Press PF1 to reverse the blocks on the grid. The "altered" face should now appear in the lower left-hand corner of the Playing Field. Press NEXT SCREEN to return to the Field. Move the new face up next to the other face already on the Field. Note: If you move the second face over the first one on the Field, a part of the first face may be cut off. You cannot restore the erased part unless you go back to the Character Grid, reset the pattern, go to the Playing Field, and move the face up and exactly over the damaged face. Another note: Lest you forget, anything that happens to a face on the Playing Field will not affect the patterns on any Grid or FNT file in use.

Once you have moved the second face up to and next to the first one, press PF1 to change the color of the second face. Press PREV SCREEN to jump to the Character Grid, and NEXT SCREEN to immediately return to the Playing Field. Press PF1 to change the third face to a color that is different from the first two and move it up next to the other two.



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Summary:

- (34) Anything you do on the Playing Field does not affect the other Grids or FNT files in use.
- (36) You cannot transfer a pattern from the Playing Field to a Grid.
- (37) The arrow keys move the pattern around the Playing Field; PF1 will change the color of the pattern; PF2 will change the pattern's slant; SELECT+PF2 will reverse the increment direction of the slant; PF3 will rotate the pattern about its upper-left corner; PF4 will reset the pattern you were last working with to its default size, shape, and position; SELECT+arrow key will alter the pattern's shape.

## AND MOST IMPORTANT OF ALL:

- (38) When you leave the Playing Field by either pressing PREV SCREEN or NEXT SCREEN, you relinquish control over the last pattern in the Playing Field. When you return to the Playing Field: (a) If there is no pattern in the lower left-hand corner, one will appear; (b) If a pattern already exists in the lower left-hand corner and it differs from the default appearance, a pattern of the default shape and size will plop down on top of it; or (c) if a pattern already exists in the lower left-hand corner and it is in the default appearance, it may just be updated to match the pattern currently on the Character Grid.

If the Character Grid is empty when you jump to the Playing Field, then you will not be able to manipulate any patterns.

Except for SELECT+PF4, we have just examined all of the function keys specific to the Playing Field. It is now your turn to experiment. Try making new faces on the Character Grid and jumping to the Playing Field to move the new faces up and out of the way of the lower left-hand corner so you can see all of the faces next to each other.

**SELECT+PF4 (clear Playing Field, reset pattern)**

Should the Playing Field become filled up and you wish to clear it, or should the Field become littered with pieces of erased patterns, press SELECT+PF4 to clear the Playing Field and reset the last pattern you were working with to the lower left-hand corner.

Once you perform SELECT+PF4, the only way to redisplay all of the faces or patterns that were in the Playing Field box is to start over and move each one again.



The first part of the report is devoted to a description of the

method used in the investigation.

The results of the investigation are presented in the following

table.

The data in the table show that the results of the investigation

are in good agreement with the results of the previous

investigation.

The results of the investigation are in good agreement with the

results of the previous investigation.

The results of the investigation are in good agreement with the



## What will Clear the Playing Field

a) ADDITIONAL OPTIONS from the Field or any Grid

c) Pressing HELP twice in a row from the Field or any Grid

e) The SET-UP Menu's "choose an existing FNT file" option (from either Grid)

This concludes Section II, the Drawing Board Tutorial.

[illegible]

Press EXIT, or a succession of EXITS, until the Exit Options menu appears; then press DO. You will wind up back at the Main Counter.

[illegible]

is the program indicator that you need to examine the manual  
for an extra explanation. Then refer to Appendix 2. Sixty  
Messages and Warnings.



## Chapter 6.

TRANSLATING A FNT FILE INTO A TSK FILE

Welcome back to the Main Counter. I trust your Drawing Board experience was an enjoyable one.

If you remember, in Chapter 1 I explained that certain magic potions must be concocted to make Pro/SIGHT use your fonts. Well, it is almost time to use those potions.

The faces or patterns that you have created and stored in the FNT file are unusable to SIGHT as they are. The FNT file was designed to work very efficiently with the Font Shoppe only. You must now use the provided option to convert a FNT file into a TSK (task) file so that SIGHT will display your faces properly.

Read the following narrative first; do not choose the translation option yet. You will be told when to choose it.

Install Name

When the Main Counter option "Please translate a FNT file into a TSK file" is selected, the screen will clear and the "Form for Providing an Install Name" will appear, as shown in the figure below.

An install name is the name given to a font file so that it is distinguished from all other font files; the computer also uses the install name to rapidly pinpoint the font file on the disk when GIDIS needs pattern information from it. The install name may be from 1 to 6 characters long, the characters being restricted to those listed below.

Each font file IN USE by Pro/SIGHT or other GIDIS-protocol program must be unique. This is not to say that an install name may not be duplicated in several font files. Only those font files IN USE must have unique install names.

Example: Let's say that you are in a restaurant, and your name is Tracy. You are expecting an important phone call, so you register your name with the maitre d'. You give him an install name of \$TRACY. The maitre d' says that someone is already using that install name, please provide him with another. So you give him TRACY\$ as an install name. Then, he takes your room, table, and chair numbers. At your table is someone else who goes by the name of TRACY\$, but that person did not register with the maitre d'.



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While you are eating, a call comes in from a Mr. Gidis for a \$TRACY. The maitre d' looks up \$TRACY's seating address and goes to that person, not you.

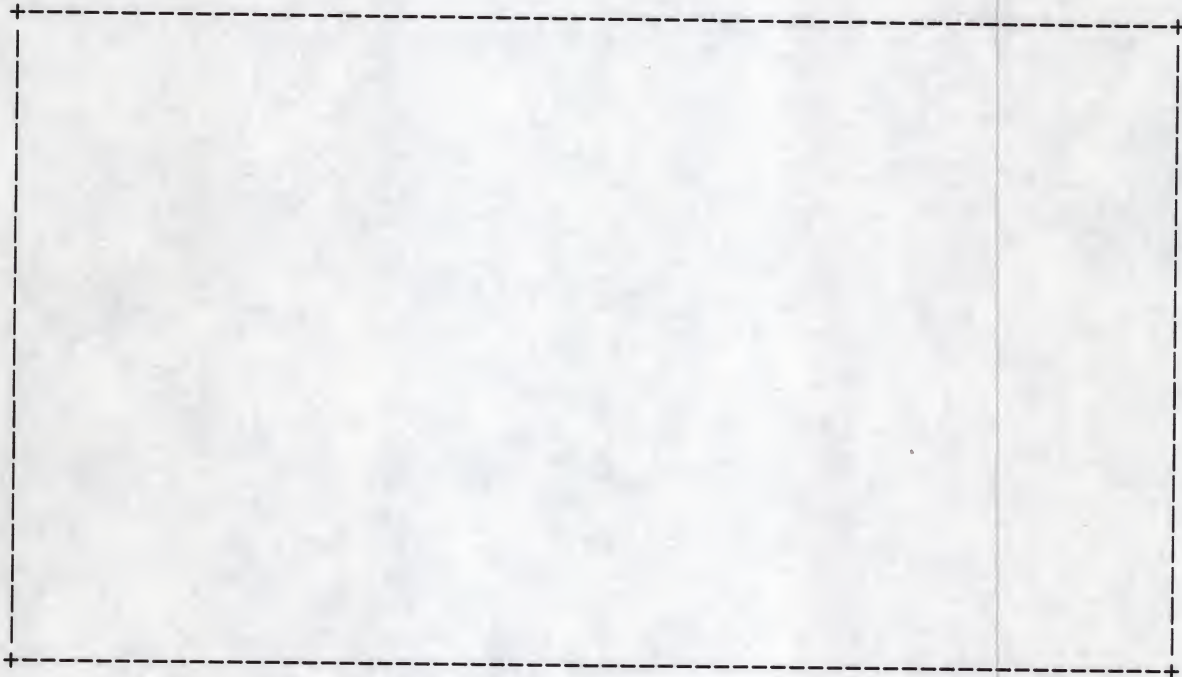


Figure 6-1. Form for Providing an Install Name

A short while later, another call comes in from Mr. Gidis for a TRACY\$. You see the maitre d' head for your table. Will he give the message to you or the other TRACY\$? He gives it to you, because the other person did not register with the maitre d'. End of example.

When you are creating a picture with SIGHT or displaying a GIDIS file, GIDIS will attempt to find any installed font files referenced in the picture. If GIDIS cannot find a file for an installed name, it will substitute splats or the Gothic font set (which is always on the Pro/300) for the font characters.

GIDIS has the ability to let a program make use of a couple hundred fonts at the same time. Unfortunately, SIGHT only lets you reference three.

#### SIGHT's Fonts

When you are using SIGHT, you may choose from what appears to be several text fonts to work with. When you press the keypad hyphen in SIGHT, the text fonts will be displayed along the bottom of the screen, like so:

TO THE HONORABLE MEMBERS OF THE HOUSE OF REPRESENTATIVES

AND TO THE SENATORS OF THE SENATE

OF THE STATE OF NEW YORK

IN SENATE, January 1, 1902.

REPORT

OF THE

COMMISSIONERS OF THE LAND OFFICE

IN RESPONSE TO A RESOLUTION PASSED BY THE SENATE

ON APRIL 1, 1899.

ALBANY: JAMES BRONKHORST, STATE PRINTER, 1902.

THE LAND OFFICE OF THE STATE OF NEW YORK, established in 1784, has the honor to acknowledge the receipt of a resolution of the Senate, passed on April 1, 1899, relative to the lands of the State, and to report thereon to the Senate and House of Representatives.

The Commission of the Land Office, created by the Senate on April 1, 1899, has the honor to report to the Senate and House of Representatives, in response to a resolution of the Senate, passed on April 1, 1899, relative to the lands of the State.

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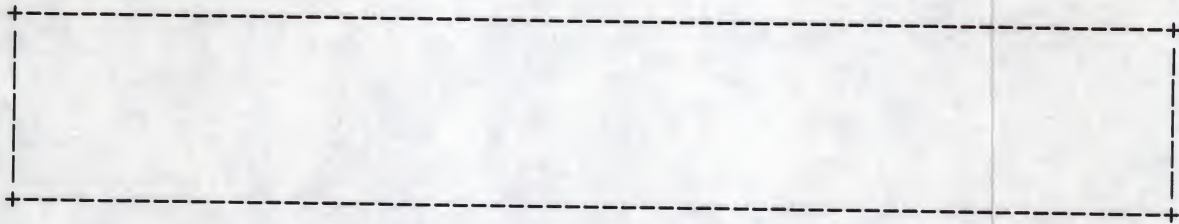


Figure 6-2. SIGHT's Font Menu

The letters are shown in lower case, some of them small, some large, and some slanted this way or that. When you choose one of those letters, text will be drawn in the picture using the font style of that chosen letter. For example, if you choose the "a," the text will be drawn tiny. The following table describes each available letter.

Note: A size of "normal" refers to the typical size of the text you see on the screen. Example: The text you see on the computer's Main Menu is of a normal size. The Gothic font refers to the normal Pro/300 font set.

| Letter | Height      | Width       | Font    | Slant   |
|--------|-------------|-------------|---------|---------|
| a      | half normal | normal      | Gothic  | none    |
| b      | normal      | half normal | Gothic  | none    |
| c      | normal      | normal      | Gothic  | none    |
| d      | normal      | normal      | Gothic  | forward |
| e      | 3 x normal  | 3 x normal  | Gothic  | none    |
| f      | 3 x normal  | 3 x normal  | Gothic  | forward |
| g      | 2 x normal  | 2 x normal  | FNT\$09 | none    |
| h      | 2 x normal  | 2 x normal  | FNT\$09 | forward |
| i      | 4 x normal  | 4 x normal  | FNT\$09 | none    |
| j      | 4 x normal  | 4 x normal  | FNT\$09 | forward |
| k      | 2 x normal  | 2 x normal  | FNT\$10 | none    |
| l      | 2 x normal  | 2 x normal  | FNT\$10 | forward |
| m      | 4 x normal  | 4 x normal  | FNT\$10 | none    |
| n      | 4 x normal  | 4 x normal  | FNT\$10 | forward |

If you select a text style from "a" through "f," the font information will come from the font supplied with the Pro/300. A separate font file is not used or needed for these styles.

If you select a style from "g" through "j," SIGHT will use one of its font files to provide the font information. This font file is named FONT09.TSK and it resides in the hard disk directory [ZZFONT]. When you installed the SIGHT application, this font file was moved to that directory.

The following table shows the results of the experiments conducted during the year 1900.

The results of the experiments conducted during the year 1900 are as follows:

The results of the experiments conducted during the year 1900 are as follows:

The results of the experiments conducted during the year 1900 are as follows:

The results of the experiments conducted during the year 1900 are as follows:

| Year | Month | Day | Time  | Place | Result |
|------|-------|-----|-------|-------|--------|
| 1900 | Jan   | 1   | 10:00 | Lab   | 100    |
| 1900 | Jan   | 2   | 10:00 | Lab   | 100    |
| 1900 | Jan   | 3   | 10:00 | Lab   | 100    |
| 1900 | Jan   | 4   | 10:00 | Lab   | 100    |
| 1900 | Jan   | 5   | 10:00 | Lab   | 100    |
| 1900 | Jan   | 6   | 10:00 | Lab   | 100    |
| 1900 | Jan   | 7   | 10:00 | Lab   | 100    |
| 1900 | Jan   | 8   | 10:00 | Lab   | 100    |
| 1900 | Jan   | 9   | 10:00 | Lab   | 100    |
| 1900 | Jan   | 10  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 11  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 12  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 13  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 14  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 15  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 16  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 17  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 18  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 19  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 20  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 21  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 22  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 23  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 24  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 25  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 26  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 27  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 28  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 29  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 30  | 10:00 | Lab   | 100    |
| 1900 | Jan   | 31  | 10:00 | Lab   | 100    |

The results of the experiments conducted during the year 1900 are as follows:

The results of the experiments conducted during the year 1900 are as follows:



If you select a style from "k" to "n," SIGHT will use a second font file to provide the font information. This font file is named FONT10.TSK and it also resides in the hard disk directory [ZZFONT], as placed there by the installation process.

These are the three text fonts that you may reference when drawing characters in a picture. One came with the Pro/300, two came with the application. The names of the provided font files, FONT09.TSK and FONT10.TSK, have no significant meaning to you. It wouldn't matter what they are named anyway, since you choose the font style you want by choosing the appropriate letter ("a" through "n"), right? Right.

You may have initially thought that there were seven fonts being used, one for each style of letter shown. Well, there are not, because if you remember how you manipulated a face in the Playing Field, you will realize that GIDIS allows you (actually the program) to send it commands to alter the provided face. This way, a single face pattern can be slanted and rotated, so you do not have to make several faces -- one normal, one slanted, and one rotated.

Now, you must be thinking, why did I go through the trouble of creating those faces for a font file if SIGHT only references three fonts and two of them are named FONT09 and FONT10? What in the world will make SIGHT use my font file after it has been translated from a FNT into a TSK? There isn't any apparant means of selecting another font file from SIGHT.

The answer is that there is no means of selecting another font file from SIGHT. What you have to do is specify the font file BEFORE you run SIGHT. The way you do that is discussed in Chapter 9, but don't skip there now. Let's continue with the translation option.

### Translating the FNT File

Now choose the Main Counter option, "Please translate a FNT file into a TSK file." Then choose your faces font file. The screen that next appears was already explained at the beginning of this chapter. What you need to do now is decide which install name to give your faces font: Either FNT\$09 or FNT\$10. No other install name (for now) will make sense to SIGHT. If you give an install name of FNT\$09, then your faces font will be used instead of the supplied font FONT09. If you give an install name of FNT\$10, then your faces font will be used instead of the supplied font FONT10. As mentioned, you cannot replace the Gothic font.







Enter either FNT\$09 or FNT\$10 now and press Return (it doesn't really matter which one you use).

The screen will clear and some translating information will appear. YOU MAY IGNORE this information and let it scroll by. If you are curious, press HOLD SCREEN to stop and continue the display. I will not attempt to explain this information, as you are probably rapidly approaching the understanding/confusion boundary in regards to FNT files, install names, and SIGHT. This translating information will probably be removed from the next version of the Font Shoppe anyway.

When the translation has completed, you will see the word "Done!" followed by the name of the honest-and-true TSK font file. At this point, press any key to return to the Main Counter and proceed with Chapter 7.

If your FNT file has not been translated successfully into a TSK file, you should examine the appropriate error explanations in Appendix B.

Note: Your FNT file is not affected by this translation process.

P.S. PLEASE use the form provided in Section VI (make plenty of photocopies) to keep track of what install names you have provided for what TSK font files. It will make your life a lot easier, especially if you use the GIDDAP program to display your picture files (you need to tell GIDDAP what the install names are). The Font Shoppe does not keep track of your files' install names, and you will not be able to memorize them all as you create new and different font files.





## Chapter 7.

### DISPLAYING A TSK FILE'S CONTENTS

You should now be at the Main Counter. You should now have in your current directory a TSK font file. To see what files are in your current directory, press **ADDITIONAL OPTIONS** for the Main Counter and choose File Services.

The FNT file was the file created by the Drawing Board. The TSK file was the file created by the Main Counter "translate into a TSK file" option.

Return to the Main Counter and choose the option, "Let me display a TSK font file's contents." This option will let you see exactly what went into your TSK file. Choose your faces font file.



Figure 7-1. Sample TSK File Screen Display

Notice that this option works like the Drawing Board's **ADDITIONAL OPTIONS** function key. For now, just press Return for the starting and ending ASCII values.

MEMORANDUM FOR THE RECORD

On 10/10/54, the following information was received from the [redacted] regarding the [redacted] of the [redacted] in the [redacted] area.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

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The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.

The [redacted] of the [redacted] in the [redacted] area was [redacted] on 10/10/54.



The program will then begin to display what is in the font file. Don't press any keys to continue the display yet, as I want to explain something.

Remember the first face you stored in the font file? You stored it under the capital letter A, or ASCII code 065. Other faces were stored in following letters. Nothing was stored in ASCII codes 000 through 064.

In order to keep your letters properly justified, extra "filler" patterns were added to fill up the ASCII codes 000 through 064. These filler patterns are what you are seeing on the screen right now. This way, when you press the capital letter A in SIGHT, the face stored under the letter A will appear as it is supposed to. If you press a key with an ASCII value lower than A, such as !, \$, or ", for example, the filler character will appear on the screen instead. This is discussed more in Chapter 9.

Press any key to continue the display. Continue the display until your faces appear, beginning with ASCII code 065 (which is letter A). Let the display continue after the last face. If any filler patterns appear between faces, it is because you skipped a letter. For example, if a face appears for ASCII codes 065, 066, and 067 (A, B, and C), and then a filler appears for 068 (D) before another face appears for 069 (E), it means that you stored a face under A, B, C, and E, but you did not store (or you deleted) a face under D. When your file was translated to a TSK file, not only were enough filler characters added to properly justify your first character, but filler was placed between characters to make up the empty spaces, if necessary.

After the last face is displayed on the screen, you will begin to see splats for the remaining ASCII codes. These ASCII codes were NOT placed into your TSK file. These splats are provided by GIDIS to indicate that there are no more characters stored in the TSK file.

Note: Fill patterns should appear for ASCII codes 000 through 064 EXCEPT for ASCII code 032. 032 is the code for the space bar. If no pattern is stored under 032, the translator will place a blank pattern under 032 automatically. This is done since users might forget to create a blank pattern for the space bar.

#### Summary:

- a) Filler characters are added to the TSK file to make up the ASCII codes from 000 up to the ASCII code below your first character. In the above example, filler characters were added from 000 to 064, and your first face pattern should be stored under 065 (letter A).







- b) Next, your faces should appear under their proper ASCII codes. If you left a letter blank between two other letters, a filler character was added to take the place of the empty character.
- c) After your last face, splats are displayed. These splats were not added to your TSK file: They are displayed by GIDIS to indicate that there are no more character patterns stored in the TSK file.

Either view the rest of the splats or press EXIT when provided to return to the Main Counter.





## Chapter 8.

### "Show Me the Install Name for a TSK Font File"

This option is provided in case you forget what install name you gave when you had your FNT file translated into a TSK file.

From the Main Counter, choose the "install name" option. Then choose your faces TSK file from the list.

When the Main Counter reappears, at the bottom of the screen will be listed the install name.

This is the least involved Main Counter option of the lot, besides exiting.

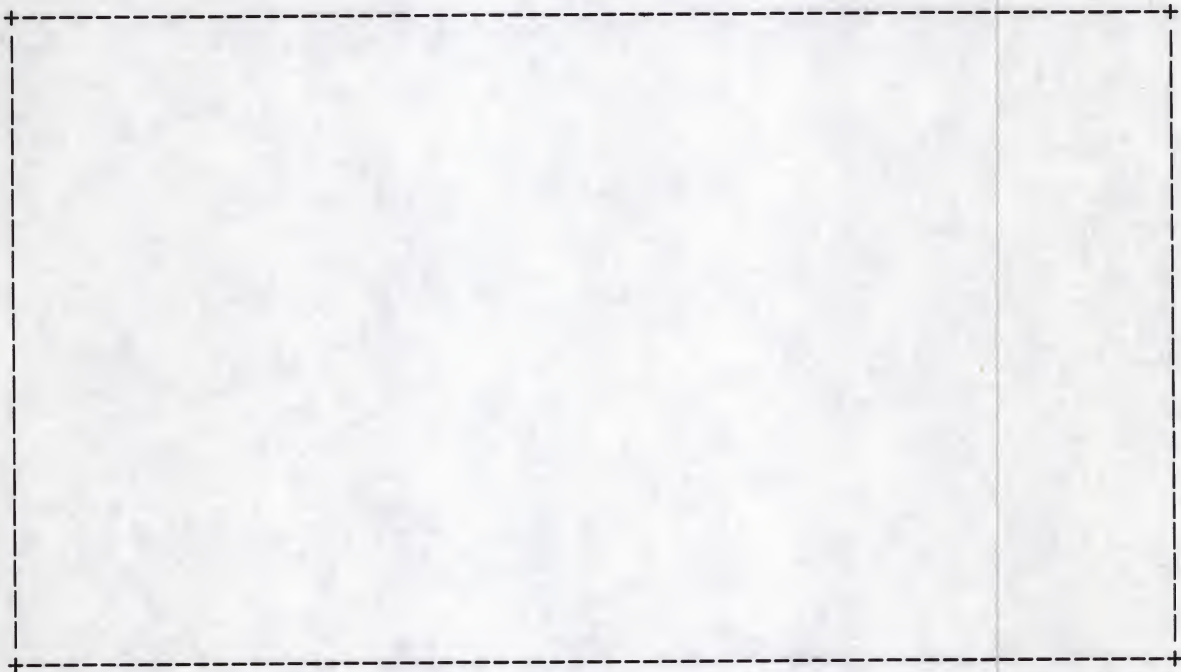


Figure 8-1. Sample TSK Install Name Display





## Chapter 9.

### Running Pro/SIGHT from the Font Shoppe

If SIGHT is installed on your hard disk, choose "Run Pro/SIGHT" from the Main Counter.



Figure 9-1. The SIGHTkick Menu

The first time you choose this option, the program will attempt to locate SIGHT. This may take only a few seconds, depending upon how many other files already occupy your hard disk. Once SIGHT is found, its directory information will be stored in a file for later use. This way, the program will execute the "Run Pro/SIGHT" option quicker in subsequent uses.

If the program could not find SIGHT and you know it is on your hard disk, contact the architects for further assistance.

If SIGHT was located but could not be installed, refer to Appendix B, Error Messages, for help now. (Note: A more advanced explanation of this procedure appears in the separate document, "SIGHTkick, a Pro/Sight Font Loader.")

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When SIGHT is properly located and installed, the SIGHTkick menu will be displayed.

If you desire to substitute a default TSK font file for one of your own, as we do now, you will always have to do it from this menu. We will ignore the fill pattern font for now, but it is fully covered in Chapter 10.

Notice that character fonts 1 and 2 use the [ZZFONT] font files FONT09 and FONT10, and that their install names are FNT\$09 and FNT\$10. In order to use your faces file from SIGHT, you must now move the -> to EITHER "Choose character Font 1" OR "Choose character Font 2" and press DO. It does not matter which one you choose. DO NOT CHOOSE THE PATTERN FONT OPTION.

When you press DO, the list of available TSK fonts in your current directory will be displayed. If you chose the wrong option or you wish to choose a different option, press EXIT when this list appears. Otherwise, choose your faces font now.

When the SIGHTkick menu reappears, your face font's file name will appear on the appropriate character font line.

Above the three "choose" options are three information lines. When you choose a character (or pattern) font file, the install name will be extracted from the file itself and displayed in the corresponding information line.

The install names must be a combination of FNT\$08, FNT\$09, and FNT\$10, because that is all SIGHT will be using. That is why the install name found in the font files are only displayed and not used. By only using FNT\$08, FNT\$09, and FNT\$10, you can trick SIGHT into using your own font files.

Move the -> to "Run SIGHT" and press DO.

Once you press DO, the program will install the font files under the shown install names. If a font file could not be installed, an error message will be displayed.

If the font files are properly installed, a modified SIGHT start-up menu will appear. You may choose to create a new picture or to edit an existing picture. For now, choose to create a new picture.

Once you choose the "create" option, allow the program several seconds to get things in order. If, after several seconds, you notice that there is no hard disk activity going on, and everything seems to have frozen up, press Ctrl-C or Interrupt-DO. Although Ctrl-C had been disabled, it is re-enabled by the Font Shoppe at this point just in case things do freeze up. After doing a Ctrl-C, re-enter the Font Shoppe and redo the Run Pro/SIGHT option.



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Occasionally, some miscommunication occurs between the Font Shoppe and SIGHT, and both will sit there and wait for the other to say something, but neither will say anything. It is at this time that you need to press Ctrl-C and start over.

NOTE: THIS FREEZING UP MAY OCCUR THE VERY FIRST TIME YOU USE THIS RUN-SIGHT OPTION. IT WILL NOT HAPPEN FREQUENTLY. (If it does, contact the Shoppe architects.) Therefore, do not get Ctrl-C trigger-happy when you run SIGHT and nothing "appears" to happen -- it just may be taking the programs longer than usual to start things up for you. This is especially true if the computer is busier than usual, as in printing out a document through Print Services or running other "background" programs.

When you choose the create-a-picture option, SIGHT's regular drawing screen will appear. At this point, the usual SIGHT commands and functions are in affect.

Press the keypad's hyphen key now. Along the bottom of the screen you will see SIGHT's font-choosing menu/border. Notice that there are some splats in this menu. This is because you did not store any patterns under any lower case letters.

Refer to Figure 6-2 in this manual now. The splats should appear in place of the lower case letters listed for the appropriate install name. For example, if you installed your faces font under FNT\$09, then "g" through "j" will be replaced with splats. If you used FNT\$10, then "k" through "n" will be replaced with splats. Remember, these splats are okay -- they are provided by GIDIS.

Choose any of the four splats as the text to work with just as you would normally choose text from this menu. Move the arrow to the top of the screen and press the PF4 key to set SIGHT to draw text.

Press the capital letter A now. You should see your first face. Press some more capital letters to make the rest of the faces appear.

Press the exclamation point (!); you should get a "filler" pattern. Press any lower case letter; you should get a splat. If you do not remember why these patterns appear, reread (but do not perform) Chapter 7 NOW.

Press the space bar. Notice that a blank space is drawn, not a filler pattern. A blank pattern was put under ASCII code 032 when you translated the faces font. This is done because you may forget to make a blank pattern for the space bar yourself; otherwise, when you press the space bar, you'd get a filler pattern. Should you store ANY other pattern under ASCII 032, the translator will NOT affect that pattern and will copy it to the TSK file with the rest of your patterns.



1. The first part of the document is a letter from the President of the United States to the Congress, dated January 3, 1862. It is a very important document, as it contains the President's annual message to Congress. The letter is written in a formal, dignified style, and it is one of the most important documents in the history of the United States.

2. The second part of the document is a letter from the Secretary of the Interior to the President, dated January 10, 1862. It is a very important document, as it contains the Secretary's report to the President on the state of the Department of the Interior. The letter is written in a formal, dignified style, and it is one of the most important documents in the history of the United States.

3. The third part of the document is a letter from the Secretary of the Treasury to the President, dated January 15, 1862. It is a very important document, as it contains the Secretary's report to the President on the state of the Department of the Treasury. The letter is written in a formal, dignified style, and it is one of the most important documents in the history of the United States.

4. The fourth part of the document is a letter from the Secretary of the War to the President, dated January 20, 1862. It is a very important document, as it contains the Secretary's report to the President on the state of the Department of the War. The letter is written in a formal, dignified style, and it is one of the most important documents in the history of the United States.

5. The fifth part of the document is a letter from the Secretary of the Navy to the President, dated January 25, 1862. It is a very important document, as it contains the Secretary's report to the President on the state of the Department of the Navy. The letter is written in a formal, dignified style, and it is one of the most important documents in the history of the United States.

6. The sixth part of the document is a letter from the Secretary of the State to the President, dated January 30, 1862. It is a very important document, as it contains the Secretary's report to the President on the state of the Department of the State. The letter is written in a formal, dignified style, and it is one of the most important documents in the history of the United States.

7. The seventh part of the document is a letter from the Secretary of the War to the President, dated February 5, 1862. It is a very important document, as it contains the Secretary's report to the President on the state of the Department of the War. The letter is written in a formal, dignified style, and it is one of the most important documents in the history of the United States.

8. The eighth part of the document is a letter from the Secretary of the Navy to the President, dated February 10, 1862. It is a very important document, as it contains the Secretary's report to the President on the state of the Department of the Navy. The letter is written in a formal, dignified style, and it is one of the most important documents in the history of the United States.

9. The ninth part of the document is a letter from the Secretary of the State to the President, dated February 15, 1862. It is a very important document, as it contains the Secretary's report to the President on the state of the Department of the State. The letter is written in a formal, dignified style, and it is one of the most important documents in the history of the United States.



Choose the other splats from the text menu to see how SIGHT lets you pick altered forms of the same font. Draw faces in different colors and try zooming and stretching the faces.

When you are finished, exit SIGHT. You can then try using the font under the other install name and see how those faces look.

Chapter 13 explains what goes on with the font files when you save a GIDIS picture in a GID file.

### Tutorial Wrap-Up

The other Main Counter options are discussed in the Advanced Topics section. By now, you should know how to use all of the tools you need to create a font. For directions regarding the use of fonts with Pro/Sight, refer to the separate document, "SIGHTkick, A Pro/Sight Font Loader."

You may now go back and add more to your existing FNT file or create another FNT file. Remember: Whether you create another FNT file work with an existing one, you still must have the file translated to a TSK file for it to work with SIGHT.

### And as the Sun Slowly Sets...

By now, the sun has touched the horizon, and the town square is lit with an orange glow. The air has cooled. The Shoppe Keeper has turned off the large overhead fan.

You both step outside. The Shopkeep grabs the broom he left by the door and sweeps a little.

"A final friendly word of advice," he says. "The first thing you mentioned was about fitting all these boxes and circles into a picture. You don't need all that. Keep it simple. Don't go fitting in all these new fonts into a picture either, or you'll clutter things up as you did before."

I'll keep it in mind, you say. I appreciate your help. And thanks for putting those new fonts on my diskette. I can't wait to show the others at work tomorrow all that I've learned.

Don't mention it," says the Shop Keeper. "And stop by anytime you have any questions. I'm open 24 hours a day, 7 days a week, and twice as long on holidays."

You amble back up the boulevard. You pass the bookstore, the cafe. Evening settles in on the small multitasking town.

-- The End --

...with apologies to Mr. Butterbur.



The first part of the document discusses the importance of maintaining accurate records of all transactions and the role of the accounting department in ensuring the integrity of the financial data.

It is essential for the accounting department to have a clear understanding of the company's financial goals and to be able to provide timely and accurate information to management.

The second part of the document outlines the various methods used to collect and analyze financial data, including the use of spreadsheets and specialized accounting software.

It is important to ensure that all data is entered accurately and that the system is regularly updated to reflect changes in the company's financial position.

The third part of the document discusses the importance of maintaining accurate records of all transactions and the role of the accounting department in ensuring the integrity of the financial data.

It is essential for the accounting department to have a clear understanding of the company's financial goals and to be able to provide timely and accurate information to management.

The fourth part of the document outlines the various methods used to collect and analyze financial data, including the use of spreadsheets and specialized accounting software.

It is important to ensure that all data is entered accurately and that the system is regularly updated to reflect changes in the company's financial position.

The fifth part of the document discusses the importance of maintaining accurate records of all transactions and the role of the accounting department in ensuring the integrity of the financial data.

It is essential for the accounting department to have a clear understanding of the company's financial goals and to be able to provide timely and accurate information to management.

The sixth part of the document outlines the various methods used to collect and analyze financial data, including the use of spreadsheets and specialized accounting software.

It is important to ensure that all data is entered accurately and that the system is regularly updated to reflect changes in the company's financial position.

The seventh part of the document discusses the importance of maintaining accurate records of all transactions and the role of the accounting department in ensuring the integrity of the financial data.

It is essential for the accounting department to have a clear understanding of the company's financial goals and to be able to provide timely and accurate information to management.



## Section IV.

### ADVANCED TOPICS

#### Chapter 10.

#### FILL PATTERNS

Note: A fill pattern FNT file is on the [FONTSHOPD2] diskette and may be copied to your hard disk for your examination and use in the Font Shoppe.

Pro/SIGHT allows you to choose from any of 61 different fill patterns. Its fill pattern border/menus will display 65 fill patterns in all, because the first fill pattern, solid, is repeated at the front of each border/menu. The solid pattern is not placed into the fill pattern font file more than once -- SIGHT automatically repeats the first fill pattern on each advancing menu.

SIGHT's fill patterns are stored in the font file FONT08.TSK along with the character fonts (FONT09 and FONT10) in directory [ZZFONT]. The install name for the fill font file is FNT\$08.

You create a fill font file in the same manner in which you create a character font file. You also translate a fill font file in the same manner. There is, however, an intermediate step which shall be explained shortly.

When you create patterns for the fill font file, use the entire Drawing Board grid. Fill patterns do not have any "decenders," per se. The entire pattern is repeated to fill a shape, and there are no spaces added between the filled patterns.

Up to the first 61 fill patterns in a fill font file will be available from SIGHT. If you place more than 61 patterns in a file, SIGHT will ignore the extras. If you place less than 61 patterns in a fill font file, SIGHT will repeat its "dither" fill pattern to make up the rest (just like GIDIS adds splats to make up the rest of your characters up to ASCII 255). This dither pattern is not placed in your fill font files, just like the splats are not placed into your character font files.

SIGHT allows 61 fill patterns from ASCII 0 to ASCII 60. Fill patterns start at ASCII 0 because they are abstract and you do not press letter keys to access them -- you choose them from



Section 10  
Unpublished Records

Unpublished  
Records

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the menus. When you are creating fill patterns on the Drawing Board, start storing them from the capital letter A on up. You will see what to do about altering the ASCII values soon.

Let's assume that you want to use your faces font as a fill pattern font (or whatever fill font you have created).

Since your patterns begin at ASCII 065, SIGHT will ignore them, because SIGHT will use at most ASCII patterns 000 through 060 (a total of 61).

After you have left the Drawing Board, choose the "translate a file into a FNT file" option from the Main Counter. Then, choose the "Reconfigure FNT file option." Select the appropriate FNT file from the list.

After you have chosen the FNT file, you will see a screen which reads:

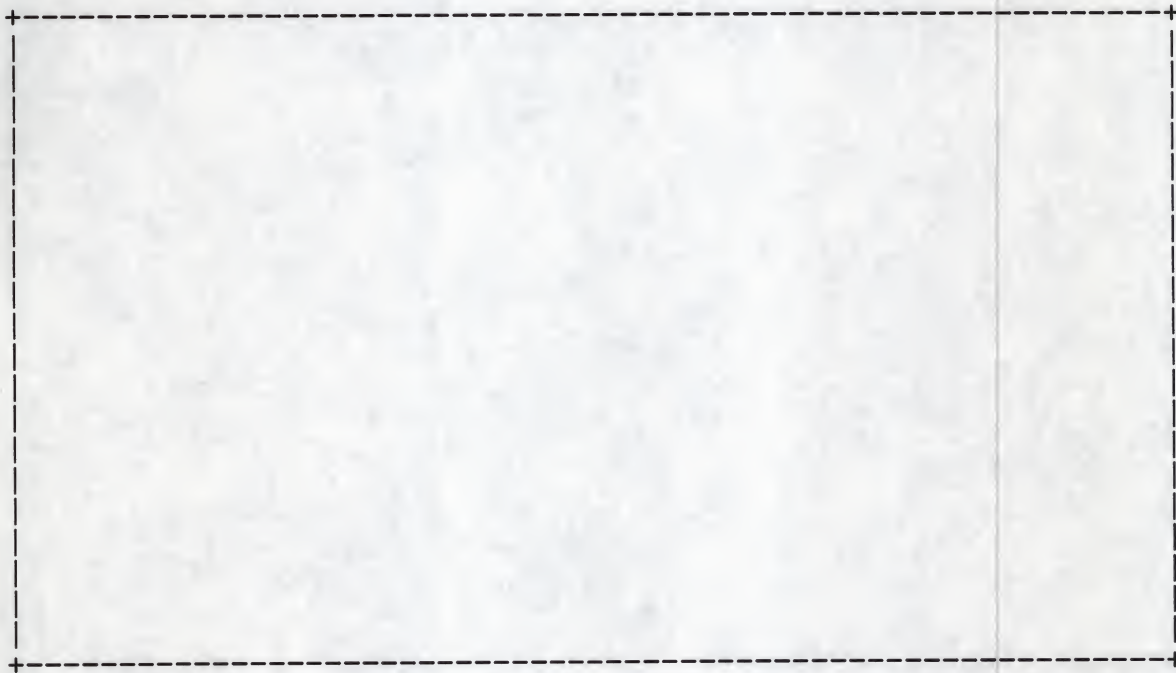
A large rectangular box with a dashed border, representing a form for reconfiguring a FNT file. The box is empty, indicating a screen where information would be entered or displayed.

Figure 10-1. Form for Reconfiguring a FNT File

Since you want your patterns to start at 000 and the first pattern is stored under 065 (letter A), enter -65 and press Return. The program will then create the FNT file with the same name and higher version number. The older FNT file will not be deleted. Now, your patterns start at ASCII 000.

From the Main Counter, choose the option to translate a FNT file into a TSK file. Choose the reconfigured FNT file from the list. Use an install name of FNT\$08.

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The fill pattern font will then be created. Choose the "Run PRO/SIGHT" option from the Main Counter.

You can load whatever character fonts you wish into fonts 1 and 2. Now, choose to change the pattern font and indicate your new TSK file.

Choose the "Run Sight" option. Create a new picture.

When you are in SIGHT, press the F13 key once. Your new fill patterns should appear along the bottom border/menu. Press F13 again and the next available set is displayed. Notice that the dither pattern is provided after your available patterns are exhausted. There may also be filler patterns if you had not used a letter between two other letters. Also, one of the patterns may be blank -- this is the space bar blank provided by the translator; the translator didn't know this was a fill file, it translates all FNT files into TSK files the same way. Keep pressing F13 until the first set of fill patterns are redisplayed.

Now, draw some shapes with fill, and choose different fill patterns.

#### Notes:

- (a) The install name of FNT\$08 is used to indicate a fill pattern font. This name is just as arbitrary as was FNT\$09 and FNT\$10. You don't need to understand it, you just need to use it.
- (b) Notice that the fill patterns are drawn kind of small as compared to the way SIGHT draws the character fonts.
- (c) If there are more than 32 fill patterns in a fill TSK file, you can load that file in as a character font (using an install name of FNT\$09 or FNT\$10). Then, when you press the keys with ASCII codes starting at 032, you can use fill patterns as strange letters.
- (d) If you reconfigure a character font so that it begins with ASCII 0, you can use that font as a fill pattern font by using an install name of FNT\$08. This way, the letter patterns will be used as fill patterns.

#### Suggestions:

- (a) Since SIGHT automatically repeats the fill pattern in the first slot in all of the fill border/menus, you may want to make this pattern a solid one -- solid is the most used and it will be easier to reach from any fill menu.



1. The first part of the report deals with the general situation of the country and the position of the various groups.

2. The second part of the report deals with the economic situation and the measures taken to improve it.

3. The third part of the report deals with the social situation and the measures taken to improve it.

4. The fourth part of the report deals with the political situation and the measures taken to improve it.

5. The fifth part of the report deals with the cultural situation and the measures taken to improve it.

6. The sixth part of the report deals with the environmental situation and the measures taken to improve it.

7. The seventh part of the report deals with the international situation and the measures taken to improve it.

8. The eighth part of the report deals with the future prospects and the measures taken to improve it.

9. The ninth part of the report deals with the conclusion and the measures taken to improve it.

10. The tenth part of the report deals with the annexes and the measures taken to improve it.

11. The eleventh part of the report deals with the bibliography and the measures taken to improve it.

12. The twelfth part of the report deals with the index and the measures taken to improve it.

13. The thirteenth part of the report deals with the list of figures and the measures taken to improve it.

14. The fourteenth part of the report deals with the list of tables and the measures taken to improve it.

15. The fifteenth part of the report deals with the list of references and the measures taken to improve it.



- (b) Start your fill patterns under the capital letter A and work up from there. Then, when you reconfigure the fill font file, you just have to specify -65 to properly align the patterns with ASCII code 000.

Summary:

- (a) Start creating your fill patterns from capital A and work your way up.
- (b) Reconfigure the fill FNT file by -65.
- (c) Translate the FNT file into a TSK file. Use FNT\$08 as the fill pattern install name.

and the other side of the road, the road is very narrow and the traffic is very heavy. The road is very old and the surface is very rough. The road is very dangerous and the traffic is very heavy. The road is very old and the surface is very rough. The road is very dangerous and the traffic is very heavy.

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## Chapter 11.

### PROSEGRID.TXT AND EDTGRID.TXT

The above two text (TXT) files were placed in the [USERFILES] directory of FONTSHOPD2. They are not copied to your hard disk during the installation process.

These files are provided for the following reasons:

- (a) You may not wish to use the Drawing Board to create your font files. You may prefer to work through a word processor or text editor.
- (b) You may wish to create a font and have the patterns in a text file for easier revision, storage and/or communications transfer to another Pro/300.

Note: Other word or text processors/editors may be used instead of EDT or PROSE, but there is no guarantee that the resulting files will be usable by the Font Shoppe.

The TXT file has to be translated into a FNT file in order for the FNT file to be translated into the TSK font form. The translation process is explained below.

#### Creating a Font with EDT

EDTGRID.TXT contains the template for creating a font file as well as a sample grid. Rather than repeat the sample below (you can have Print Services print out the file), I will further explain its contents.

A typical grid looks like the following in Figure 11-1.

Along the bottom are column numbers; along the left side are the row numbers; the total grid is 16 by 16, just like the grids on the Drawing Board. To create a pattern on the grid, add capital X's where you wish the filled-in blocks to be. To position an X correctly in a row or column, use the space bar to add the proper quantity of spaces. DO NOT USE THE TAB TO ORIENT YOUR X's.

All other characters that may appear in the grid will be ignored. Therefore, you may use periods or whatever to help orient things and leave the periods there if you wish. Only capital X's are used to create the final pattern.



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12. 1907

13. 1907

14. 1907

15. 1907

16. 1907

17. 1907

18. 1907

19. 1907

20. 1907

21. 1907

22. 1907

23. 1907



The outline of the grid as shown above must not be altered -- do not try to add extra rows or delete any rows. You may add comments as shown above as long as they do not get in the way of the grid pattern.

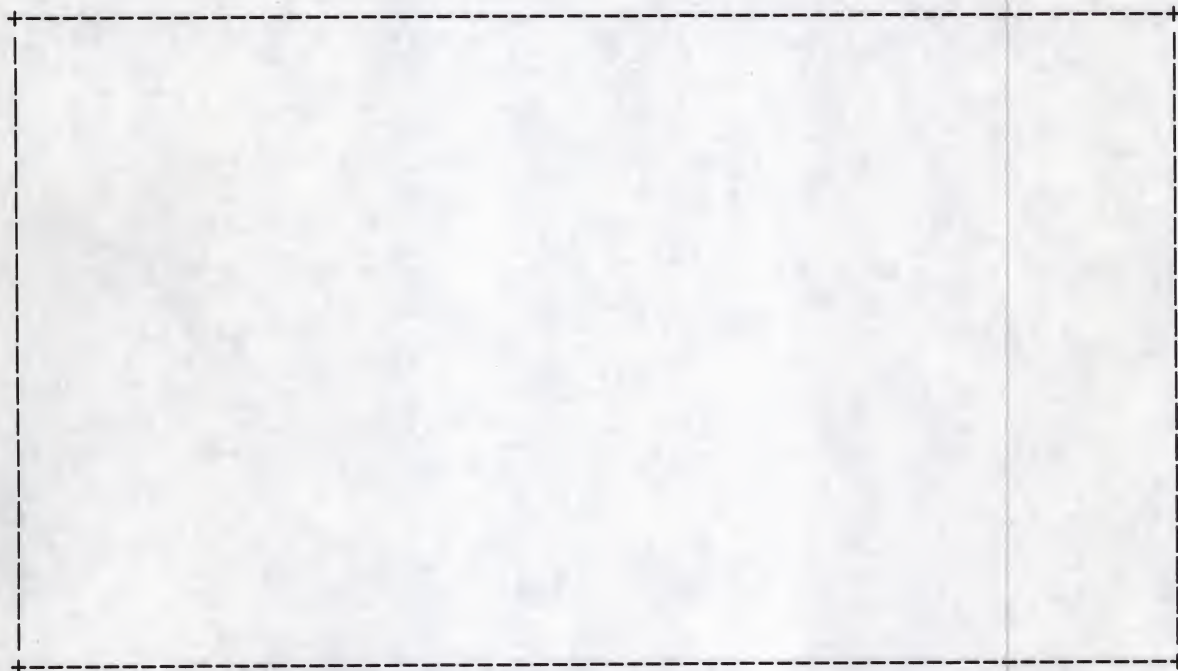


Figure 11-1. A Typical EDT-Created Grid

As shown in the sample TXT file, place the three-digit ASCII code in the space provided at the top of the grid. For example, ASCII 0 should be written as 000 and ASCII 65 should be written as 065.

You may duplicate the template grid to create as many character or fill patterns as you require, as long as the ASCII codes remain between 000 and 255, inclusive. If you use an ASCII code outside of that range, an error message will be displayed, and the translation will stop. Also, do not duplicate an ASCII code, or the translation will stop.

When you duplicate the template grid, do so as shown in the sample TXT file, WITH NO BLANKS BETWEEN THE BOTTOM OF ONE GRID AND THE TOP OF THE NEXT. If you leave blank lines between grids, an error will occur.

1. The first part of the document is a list of the names of the people who were present at the meeting. The names are listed in alphabetical order.

| Name                | Address                                | Phone Number |
|---------------------|----------------------------------------|--------------|
| Mr. John Doe        | 123 Main Street, New York, NY 10001    | 212-555-1234 |
| Mr. Jane Smith      | 456 Elm Street, New York, NY 10002     | 212-555-5678 |
| Mr. Robert Brown    | 789 Oak Street, New York, NY 10003     | 212-555-9012 |
| Mr. Susan White     | 101 Pine Street, New York, NY 10004    | 212-555-3456 |
| Mr. David Green     | 202 Cedar Street, New York, NY 10005   | 212-555-7890 |
| Mr. Emily Black     | 303 Birch Street, New York, NY 10006   | 212-555-2345 |
| Mr. Frank Gray      | 404 Spruce Street, New York, NY 10007  | 212-555-6789 |
| Mr. Helen Blue      | 505 Willow Street, New York, NY 10008  | 212-555-0123 |
| Mr. George Red      | 606 Ash Street, New York, NY 10009     | 212-555-4567 |
| Mr. Margaret Yellow | 707 Hickory Street, New York, NY 10010 | 212-555-8901 |

2. The second part of the document is a list of the topics that were discussed at the meeting. The topics are listed in alphabetical order.

3. The third part of the document is a list of the actions that were taken at the meeting. The actions are listed in alphabetical order.

4. The fourth part of the document is a list of the dates when the next meeting will be held. The dates are listed in alphabetical order.



The ASCII codes do not have to be in numerical order.

### Creating a Font with PROSE

PROSEGRID.TXT contains the template for creating a font file as well as a sample grid. Rather than repeat the sample below (you can have Print Services print out the file), I will further explain its contents.

A typical grid looks like the following:

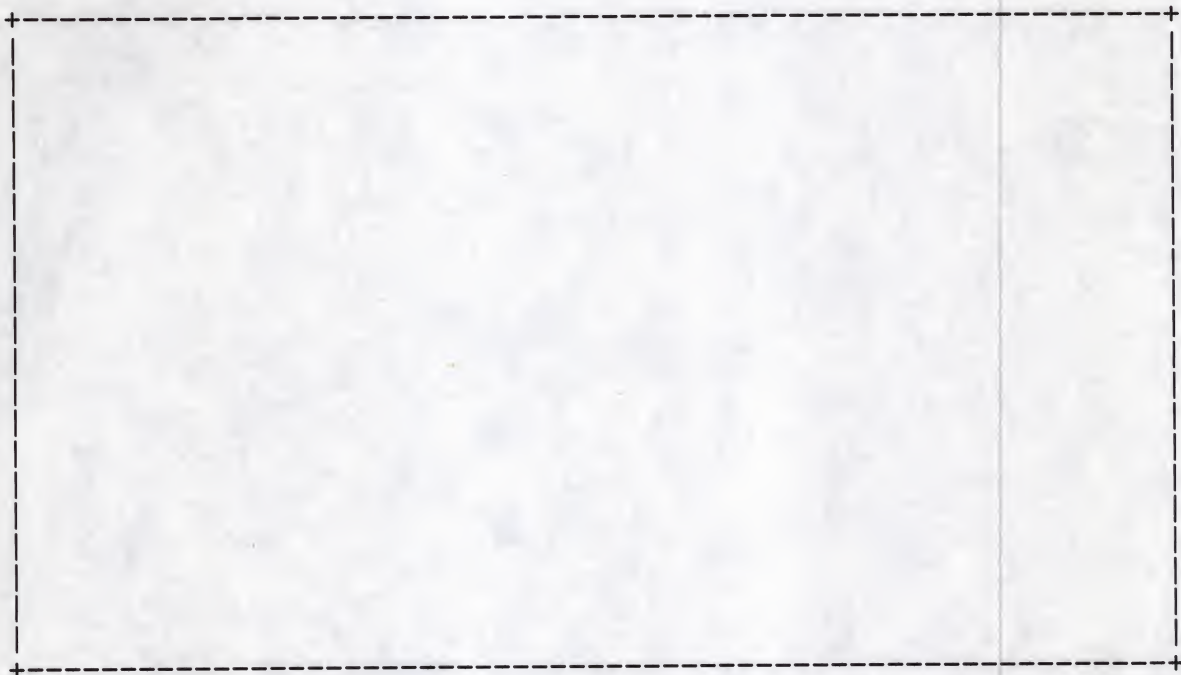


Figure 11-2. A Typical PROSE-Created Grid

Along the bottom are column numbers; along the right side are the row numbers; the total grid is 16 by 16, just like the grids on the Drawing Board. To create a pattern on the grid, add capital X's where you wish the filled-in blocks to be. To position an X correctly in a row or column, use the space bar to add the proper quantity of spaces. DO NOT USE THE TAB TO ORIENT YOUR X's.

The remaining explanations are identical to those presented in the above EDT section, so please refer to that section now.

### TXT-to-FNT Conversion

By choosing the Main Counter option "translate a file into a FNT file", you may have a TXT file converted into a FNT file. IT DOES NOT MATTER WHICH TXT TRANSLATION YOU USE. Although you may use PROSE or EDT to edit either of the template TXT files,

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WASHINGTON, D. C.

1917

TO THE SECRETARY OF THE ARMY  
FROM THE SECRETARY OF THE ARMY

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THE SECRETARY OF THE ARMY

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WASHINGTON, D. C.

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THE SECRETARY OF THE ARMY

WASHINGTON, D. C.

1917



they have identical grid placements and arrangements. Therefore, if you do not know what kind of editor was used to create a TXT file, you may choose either TXT translation process.

Two TXT options are provided because:

- (a) The two specified translations show what editors will produce TXT files for use with the Font Shoppe (EDT and PROSE)
- (b) Two template TXT files were provided for easier use within the specified editor; therefore, to reduce user anxiety, two translation options are listed.

After a TXT file is converted into a FNT file, you may:

- (a) Translate the FNT file into a font TSK file
- (b) Use the FNT file from the Drawing Board like any other FNT file

You may not have a FNT file translated back into a TXT file.

THE STATE OF TEXAS, COUNTY OF DALLAS, ss. I, the undersigned, a Notary Public in and for said State, do hereby certify that the within and foregoing is a true and correct copy of the original of the same, as the same appears from the records of said County.

Given under my hand and seal of office, at the City of Dallas, this 1st day of January, 1901.

Notary Public in and for the State of Texas.

My commission expires on the 1st day of January, 1902.

Witness my hand and seal of office, at the City of Dallas, this 1st day of January, 1901.

Notary Public in and for the State of Texas.

My commission expires on the 1st day of January, 1902.

Notary Public in and for the State of Texas.



## Chapter 12.

### ???-TO-FNT FILE TRANSLATION COUNTER

This counter is available from the Main Counter by choosing the option "Please translate a file into a FNT file." This option is provided to allow a user to have font files of different origins converted into something the the Drawing Board can work with.

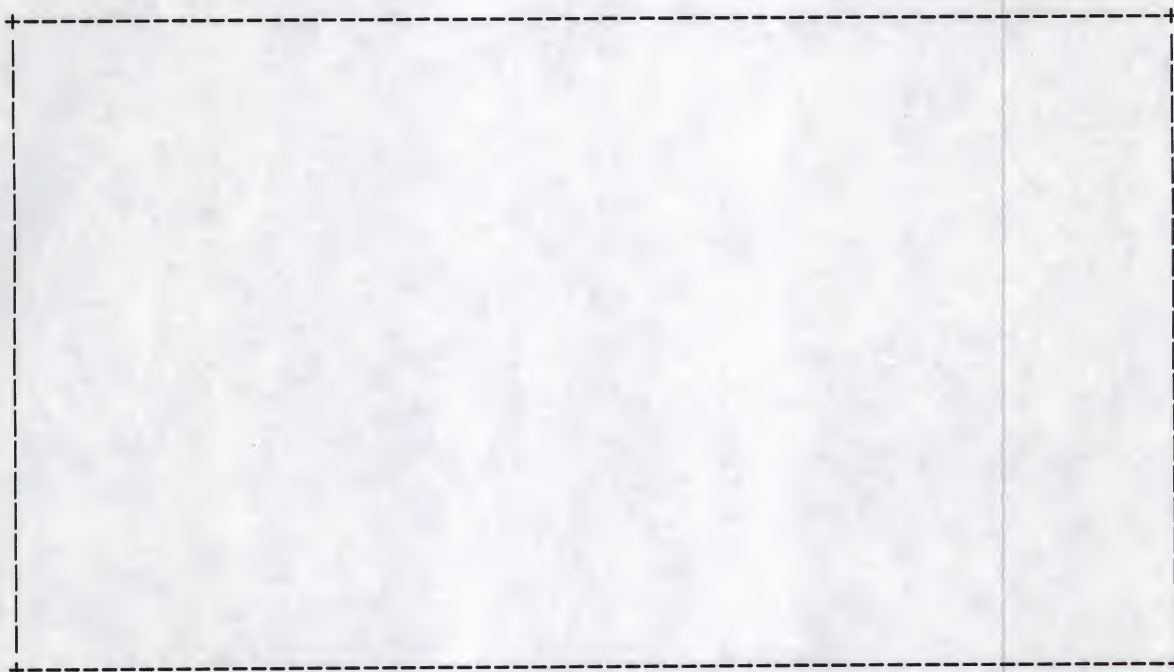


Figure 12-1. ???-to-FNT File Translation Counter

The purposes of the different types of conversions are explained below. All files, if successfully translated, will become FNT files. The FNT files may then be edited from the Drawing Board and/or translated to TSK font files for use in SIGHT.

17-10-1961

17-10-1961

The following information was received from the  
Department of the Interior, Bureau of Land Management,  
Washington, D.C., on October 17, 1961.  
The Bureau has been advised that the following  
information was received from the Bureau of Land Management,  
Washington, D.C., on October 17, 1961.

17-10-1961

The following information was received from the  
Department of the Interior, Bureau of Land Management,  
Washington, D.C., on October 17, 1961.  
The Bureau has been advised that the following  
information was received from the Bureau of Land Management,  
Washington, D.C., on October 17, 1961.



All of the translations work in the following manner:

- (a) You choose the translation option you desire
- (b) You choose the file that you wish to have translated from a list
- (c) The file will then be translated into a FNT file
- (d) The original file is not altered or deleted. The translated file will have a FNT extension, but the file name will be the same as the original file

During the translation process, conversion information will appear on the screen. YOU MAY IGNORE this information and let it scroll by. If you are curious, press HOLD SCREEN to stop and continue the display. If error messages appear, look them up in Appendix B.

Note: FNT files cannot be translated into TXT files.

#### PRO/SIGHT \*.TSK

Most any font TSK file that works under Pro/SIGHT may be translated into a FNT file for use under the Drawing Board. This option is useful for:

- (a) Anyone who has lost or deleted their original FNT file; the TSK file may be translated back into the FNT file
- (b) Anyone wishing to modify TSK files supplied with SIGHT
- (c) Anyone wishing to modify TSK files given to them by others for use in SIGHT

#### If YOU "Made" the TSK File...

When you translate a TSK file into a FNT file, and the TSK file was something you had created (by having a FNT file translated into a TSK file), the patterns in the subsequent second-hand FNT file should all be associated with their proper characters. For example, if you had stored an A pattern under the letter A in the original FNT file, the second-hand FNT file should also have the A pattern stored under it. I.e., the second-hand FNT file should be identical to the original FNT file, EXCEPT: The second-hand FNT file may also have those "filler" patterns in them.

If, for some reason, the second-hand FNT file is not identical to the first one as explained, then contact the architects. Nothing should be changed or altered in a FNT-to-TSK-to-FNT translation YOU performed.







If YOU DID NOT "Make" the TSK File...

If the TSK file you are translating into a FNT file is one you did not have the Shoppe do (by a FNT-to-TSK translation) -- if the TSK file came with SIGHT or someone gave it to you -- then you should expect the unexpected with the resulting FNT file.

The Font Shoppe is not the only program in the DEC world that converts a file with font patterns into a TSK file. And TSK files are not as straightforward as they may seem. If you wish, you may skip the following and just continue reading with "PROSE \*.TXT" below. Otherwise, if you wonder why your resulting FNT file seems to be "scrambled," read the next section.

TSK Font Files in Detail

A font TSK file must contain the information GIDIS needs to access a pattern to draw on the screen when a letter is pressed. This information consists of two things: A character index and a character patterns table.

Let us assume that a TSK file contains the patterns for the upper-case letters of the alphabet, ASCII codes 65 through 90. If the Font Shoppe is used to create the TSK file, it will do the following:

- (a) create a character index, beginning at ASCII 0 and ending at ASCII 90
- (b) add filler for the first 65 (0 - 64) character patterns in the patterns table and then add the patterns for the upper-case letters

When, say, an A is pressed, GIDIS will go 65 numbers deep into the character index and find a 65. This now tells GIDIS that the pattern is 65 patterns deep in the patterns table. GIDIS will then skip the first 65 patterns in the patterns table (0 through 64) and use the next pattern as the one to draw on the screen for an A.

If an exclamation (!) is pressed, GIDIS will go 33 numbers deep into the character index and find a 33. GIDIS will then skip the first 33 patterns in the patterns table and use the next pattern, which will be the filler pattern.

If a lower-case a is pressed, GIDIS will find that the highest pattern index is 90, and so it will not bother using the patterns table -- it will just display a splat.

Now, if you translate this TSK file back into a FNT file, the Shoppe will start placing the patterns into the FNT file from ASCII 0 (the Shoppe ignores the character index), and since in this example there were filler patterns to make up the ASCII codes from 0 to 64, then ASCII codes 0 to 64 in the FNT file



1. The first part of the report deals with the general situation of the country and the progress of the work during the year.

2. The second part of the report deals with the results of the work done during the year and the progress of the work during the year.

3. The third part of the report deals with the results of the work done during the year and the progress of the work during the year.

4. The fourth part of the report deals with the results of the work done during the year and the progress of the work during the year.

5. The fifth part of the report deals with the results of the work done during the year and the progress of the work during the year.

6. The sixth part of the report deals with the results of the work done during the year and the progress of the work during the year.

7. The seventh part of the report deals with the results of the work done during the year and the progress of the work during the year.

8. The eighth part of the report deals with the results of the work done during the year and the progress of the work during the year.



will contain those filler patterns. The capital letter patterns will be placed under their respective ASCII codes. Splats will not be placed into the FNT file.

Then, if you choose to display A from the Drawing Board's Reference Grid, you will get your A pattern. If you choose the exclamation point, you will get a filler pattern. If you choose the lower-case a, you will get an error message about no pattern being stored under that character.

If something other than the Font Shoppe is used to create the TSK file (such as was used to create the SIGHT-provided TSK files), the index and patterns table may be different. Let's say the capital letters are stored in the TSK file without filler patterns (they seem to start at ASCII 0).

When an A is pressed, GIDIS will go 65 numbers deep into the character index and find a 0 (zero). This tells GIDIS that the pattern is zero deep in the patterns table. So, GIDIS will use the first pattern in the table to draw the A. If a C is pressed, GIDIS will go 67 numbers deep into the index and find a 3. GIDIS will then go 3 patterns deep into the table and use that pattern. If an exclamation point is pressed, GIDIS will go 33 numbers deep into the index and find the patterns-table number for either a filler character or whatever the designer of the font had in mind (like a reverse question mark). Unlike the Font Shoppe, where a dozen or so filler patterns may be added to the TSK file (each filler ASCII code points to its OWN filler pattern), the TSK file may be organized so that ALL filler ASCII codes point to ONE filler pattern.

Therefore, if the TSK file is translated into a FNT file, and there are no filler patterns for EACH filler character, the patterns may end up being stored under the wrong character meant to produce that pattern. Also, some patterns may be out of order, since such a thing can be straightened out through proper pointing with the TSK character index.

Since the user is not allowed to set up a character index for the TSK file, the explained method is used to place FNT patterns into a TSK file. Also, since the user will mainly be working with his or her own font files, or other font files produced by the Font Shoppe, provisions were not made to take care of the odd translations of one or two SIGHT-provided font files. If you do translate a TSK file into a FNT file and you want to "straighten things up," then move the characters one at a time into a new FNT file (from the Reference Grid to the Character Grid on the Drawing Board). If you need to access a character that the Drawing Board does not let you get to (such as ASCII codes below 32), then you must reconfigure the FNT file as explained below.



The first part of the report deals with the general situation of the country and the progress of the work during the year.

The second part of the report deals with the results of the work during the year and the progress of the work during the year.

The third part of the report deals with the results of the work during the year and the progress of the work during the year.

The fourth part of the report deals with the results of the work during the year and the progress of the work during the year.

The fifth part of the report deals with the results of the work during the year and the progress of the work during the year.

The sixth part of the report deals with the results of the work during the year and the progress of the work during the year.



**PROSE \*.TXT**

The purpose of the PROSEGRID.TXT file is explained in Chapter 11. If you are unsure about which word processor or editor created the TXT file, you may use EITHER the PROSE option or the EDT option, because they both perform the same translation operation.

FNT files cannot be translated back into TXT files.

**EDT \*.TXT**

The purpose of the EDTGRID.TXT file is explained in Chapter 11. If you are unsure about which word processor or editor created the TXT file, you may use EITHER the PROSE option or the EDT option, because they both perform the the same translation operation.

FNT files cannot be translated back into TXT files.

**Any Other Valid Font File \*.TSK**

This option is IDENTICAL to the option provided by the PRO/SIGHT \*.TSK translation described above. It does not matter which of the two you choose to have a TSK file translated into a FNT file. Two options are provided to reduce user anxiety, since a user may not always be certain whether a TSK file was created specifically to be used in SIGHT.

**Reconfigure \*.FNT**

If you have followed the example in Chapter 10, Fill Patterns, you will be familiar with reconfiguring a FNT file. If you have not read that chapter, please do so. The material described there is not repeated here to reduce the length of this document. (Note: See Figure 10-1, Form for Reconfiguring a FNT File.)

When you reconfigure a FNT file, the original file will not be altered or deleted. The reconfigured FNT file will have the same name as the original file, though, and have a higher version number.

The reconfigure option is provided for the following reasons:

- (a) to alter the ASCII codes to move some patterns to ASCII codes NOT accessible from the Drawing Board; for example, a fill pattern file should be reconfigured to start with ASCII zero
- (b) to alter the ASCII codes to move some patterns to ASCII codes that ARE accessible from the Drawing Board; for example, you may want to edit the patterns from a file someone else has created, and the patterns start at ASCII zero



The first part of the report is a general description of the project. It includes the objectives, the scope of the work, and the organization of the project. The second part is a detailed description of the work done during the first year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year.

The third part of the report is a description of the work done during the second year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year. The fourth part is a description of the work done during the third year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year.

The fifth part of the report is a description of the work done during the fourth year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year. The sixth part is a description of the work done during the fifth year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year.

The seventh part of the report is a description of the work done during the sixth year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year. The eighth part is a description of the work done during the seventh year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year.

The ninth part of the report is a description of the work done during the eighth year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year. The tenth part is a description of the work done during the ninth year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year.

The eleventh part of the report is a description of the work done during the tenth year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year. The twelfth part is a description of the work done during the eleventh year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year.

The thirteenth part of the report is a description of the work done during the twelfth year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year. The fourteenth part is a description of the work done during the thirteenth year. It includes a description of the work done in each of the four quarters, and a summary of the work done during the year.



Sometimes you may need to reconfigure a FNT file two times to create two other FNT files so that one has the upper ASCII codes moved down and the other has the lower ASCII codes moved up to a range accessible from the Drawing Board.

### Duplicate Option Choices

As mentioned, both of the TXT options are identical, and both of the TSK options are identical. The programming code used in these options were not duplicated (both TXT options use the same routine and both TSK options use the same routine). Therefore, although the Font Shoppe application is large, it was not made larger through the provision of duplicate option choices.

### How to Chop Out the Filler Put in by a TSK-to-FNT Translation

If, for example, a TSK font file starts with the capital letter A, when the TSK is translated into a FNT file, all of the filler patterns from 000 through 064 will also be put into the FNT file. This can be annoying if you wish to add patterns below A, because there will already be stuff there. The quickest and easiest way of getting rid of the filler patterns from the FNT file is to perform the following:

- (a) Choose to reconfigure the FNT file.
- (b) Reconfigure with a value of -65. This will cause A to become 000, B to become 001, et cetera, and the filler patterns will be cut out of the new FNT file.
- (c) After you have reconfigured the FNT file and have gotten a second FNT file, reconfigure the second FNT file with a value of 65. This will shuffle A back up to ASCII 065, B back up to 066, et cetera.
- (d) Use the third FNT file, which will now not have filler patterns from 000 through 064.

This same method can be used to get rid of any other lower-end or upper-end patterns from a FNT file. You usually need to perform two reconfigures, each time specifying the FNT file with the highest version number.

P.S. If you do not want to lose old versions of FNT files when you clean up old versions (purging), then rename the old versions.



The following information was obtained from a review of the files of the [redacted] and is being provided to you for your information. It is to be understood that this information is being provided to you in confidence and is not to be disseminated outside of your agency.

Summary of Findings

The review of the files of the [redacted] revealed the following information: [redacted] was born on [redacted] at [redacted] and is currently residing at [redacted]. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities.

The review of the files of the [redacted] revealed the following information: [redacted] was born on [redacted] at [redacted] and is currently residing at [redacted]. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities.

The review of the files of the [redacted] revealed the following information: [redacted] was born on [redacted] at [redacted] and is currently residing at [redacted]. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities.

The review of the files of the [redacted] revealed the following information: [redacted] was born on [redacted] at [redacted] and is currently residing at [redacted]. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities.

The review of the files of the [redacted] revealed the following information: [redacted] was born on [redacted] at [redacted] and is currently residing at [redacted]. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities.

The review of the files of the [redacted] revealed the following information: [redacted] was born on [redacted] at [redacted] and is currently residing at [redacted]. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities.

The review of the files of the [redacted] revealed the following information: [redacted] was born on [redacted] at [redacted] and is currently residing at [redacted]. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities. [redacted] has been identified as a [redacted] and has been involved in [redacted] activities.



## Chapter 13.

### GIDIS PICTURE FILES AND FONT FILES

When you create GIDIS pictures and save them in GID files, if you had used (either your new or SIGHT's provided) fonts and patterns, you cannot just forget about what fonts were used in what pictures. SIGHT uses FNT\$08 for just about all of its fill patterns, including the solid fill. You may have used FNT\$09 or FNT\$10 (the Gothic font, remember, is always available to GIDIS on all Pro/300's). The next time you edit the picture, or display it, the fonts you used must be installed. Why?

What SIGHT does is put calling references to FNT\$08, FNT\$09, and FNT\$10 IN EVERY GID FILE, WHETHER YOU ACTUALLY USE THESE FONTS OR NOT.

If you do not use the elements of the font files in a picture, then you do not have to worry about GIDIS not finding the right font files, because your picture does not draw with them anyway. (GIDIS does not stop drawing a picture or display error messages if it cannot find a font file.)

If, on the other hand, you do use elements of any font files, then the same font files must be installed when you edit or display the pictures. Otherwise, if GIDIS cannot find the files for those fonts, it will use splats or default to the Gothic characters wherever there is a character or pattern reference to draw them.

To keep track of what font files you have used with what pictures, use the form provided in Section VI (photocopy it first). If you do not, and you have plenty of TSK fonts hanging around your hard disk, you will never straighten out what picture uses what font files!

If you give copies of your pictures to someone, be sure to include:

- (a) a description similar to what you wrote on the form in Section VI
- (b) all of the required font files





## Chapter 14.

### PRINT OR DISPLAY A FNT FILE'S CONTENTS

This option was visited briefly in the Section II tutorial. This option is accessed by either of two methods: (a) Press the ADDITIONAL OPTIONS key while on the Drawing Board, or (b) choose the appropriate option from the Main Counter. Both methods utilize the same routines, so this option is not duplicated in the program code.

After you choose this option, you are asked to pick the FNT file to print or display. Then, you are asked to give the starting and ending ASCII range. To display or print everything that may be in the file, choose a range of 000 to 255. To display or print just one character pattern, indicate the same ASCII code twice, for example 065 to 065 or 109 to 109.

#### Display Option

The display option will draw two lines worth of characters on the screen and then prompt you to press EXIT to quit or any other key to continue. If you press EXIT, you will be returned to either the Main Counter or the Drawing Board, depending upon where it was you chose the display/print option.

The display option will draw the character patterns until the range set by you is completed or the FNT file's contents are exhausted.

#### Print Option

The print option will print up to nine character patterns per page. The patterns are printed on rectangular grids, and diamond shapes are used to show which blocks are filled in. At the top left corners of the grids, the DBK's will be shown (see the ASCII Character Chart in Section VI for the list of available DBK's). At the top right corners, the ASCII numbers are printed.

**WARNING:** Before you choose this printing option, be sure and set your printer to DRAFT quality printing (either have the AUTO/MAN and LETTER/DRAFT keys both up or both down). This is necessary for two reasons:

- (a) If the printer is on draft, the grids will be printed at 9 per 80-COLUMN page; if the printer is on letter, the grids will be printed at 9 per 132-COLUMN page.



THE HISTORY OF THE UNITED STATES

The history of the United States is a story of growth and change. It begins with the first settlers who came to the Americas in search of a new life. They found a land of opportunity, but also one of challenge. The early years were marked by conflict and struggle, but the spirit of the American dream prevailed. The United States emerged as a nation of freedom and democracy, a place where every man, woman, and child had the chance to make their own destiny.

The story of the United States is a story of progress. It is a story of the pioneers who ventured westward, seeking new lands and new opportunities. It is a story of the men and women who fought for the principles of liberty and justice. It is a story of the great achievements of the American people, from the first steps on the moon to the most advanced technologies of the modern world. The United States has always been a land of hope and possibility, a place where the future is always within reach.

The history of the United States is a story of resilience. It is a story of the people who have overcome adversity and emerged stronger. It is a story of the men and women who have sacrificed for the good of the nation. It is a story of the great triumphs of the American people, from the victory over the forces of darkness to the establishment of a new world order. The United States has always been a land of courage and determination, a place where the impossible has often been achieved.

The history of the United States is a story of unity. It is a story of the people who have come from all over the world, bringing with them their own cultures and traditions. They have found a common purpose and a common destiny in the United States. The United States has always been a land of diversity and inclusion, a place where everyone has a place and a voice.

The history of the United States is a story of innovation. It is a story of the men and women who have pushed the boundaries of knowledge and discovery. It is a story of the great inventions and discoveries of the American people, from the first lightbulb to the most advanced technologies of the modern world. The United States has always been a land of ideas and creativity, a place where the impossible has often been achieved.

The history of the United States is a story of leadership. It is a story of the men and women who have guided the nation through its most difficult times. It is a story of the great leaders of the American people, from the first presidents to the most recent. The United States has always been a land of leadership and vision, a place where the future has always been within reach.

The history of the United States is a story of hope. It is a story of the people who have believed in a better future for themselves and for their children. It is a story of the great dreams and aspirations of the American people, from the first steps on the moon to the most advanced technologies of the modern world. The United States has always been a land of hope and possibility, a place where the future is always within reach.



(b) DRAFT-quality printing will go a lot (a very lot) faster than LETTER-quality printing.

To halt the printout, press CANCEL. You can then press RESUME to continue or EXIT to quit.

Technical note: The printer's vertical and horizontal pitches are altered when the printing option is chosen in order to make the grid's lines touch together (although the lines may appear a bit wobbly in draft mode). The pitches are then reset to normal to print out the headings. The pitches are also reset to normal when the printing has finished. Therefore, if you had set the pitches yourself to some other values, this is to let you know that those values may be changed by this printing option.

In addition, if you press CANCEL and then EXIT to quit the printing option, the pitches may not get reset to normal. Also, the characters may still be in VT100 mode. To reset the pitches (and everything else) to normal, just turn the printer off and then on again.



Figure 14-1. Sample FNT File Screen Display





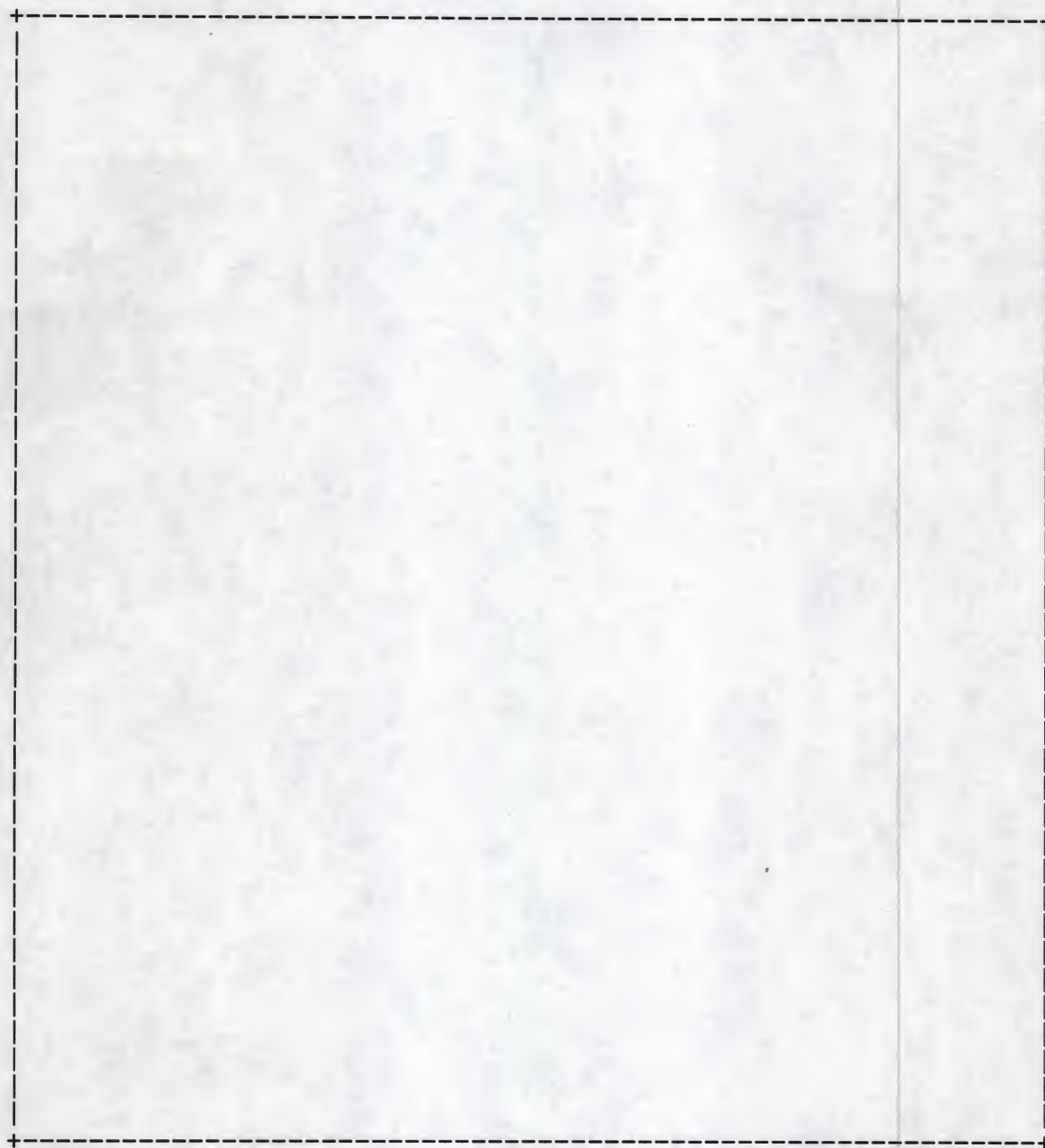


Figure 14-2. Sample FNT File Printout\*

\*Note: Figure 14-2 was printed by a laser printer and then reduced in size.



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The Effect of the Diet on the Blood Sugar in the Normal Adult Male



## Section V.

### APPENDICES

#### Appendix A.

##### GLOSSARY

|                |                                                                                                                                        |
|----------------|----------------------------------------------------------------------------------------------------------------------------------------|
| ASCII          | Numerical coding standard for keyboard and non-keyboard characters (American Code for Information Interchange).                        |
| Butterbur      | Runs the Prancing Pony.                                                                                                                |
| CGLFPU         | See CORE graphics.                                                                                                                     |
| character font | TSK font files used to draw text characters in SIGHT.                                                                                  |
| Character Grid | Drawing Board utility. Lets you create and store patterns in a FNT file.                                                               |
| characters     | All of the numbers, letters, and symbols in a font.                                                                                    |
| Control-C      | Quick-and-dirty way of quitting an application; disabled in the Shoppe and SIGHTkick, except for times when application may freeze up. |
| CORE Graphics  | Lesser graphics scribe than GIDIS, but more programmer-friendly.                                                                       |
| DBK            | Drawing Board key (see Section I).                                                                                                     |
| DEC            | Digital Equipment Corporation                                                                                                          |
| descender      | Tail of a characters (such as g, j, p, q, and y) that hangs down below the imaginary line that the sentence sits upon.                 |
| Drawing Board  | Font Shoppe utility, lets you create and edit fonts.                                                                                   |

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1913-1914

1914-1915

1915-1916



|                   |                                                                                                                            |
|-------------------|----------------------------------------------------------------------------------------------------------------------------|
| EDT               | Word processing application from DEC.                                                                                      |
| filler            | Pattern used by the Font Shoppe to fill in and justify empty ASCII codes in the TSK file.                                  |
| fill character    | Used to create a fill pattern; a fill pattern is made up of one character repeated many times.                             |
| filler character  | See filler.                                                                                                                |
| fill font         | TSK font files used to draw filler patterns in SIGHT.                                                                      |
| fill pattern      | Pattern used in SIGHT to fill a shape.                                                                                     |
| FNT               | File created and used specifically with the Font Shoppe to store font grids.                                               |
| font              | Set describing how characters look.                                                                                        |
| font file         | See FNT and TSK.                                                                                                           |
| FNT\$08...FNT\$10 | Install names for the TSK files FONT08, FONT09, and FONT10; these files come with SIGHT.                                   |
| freezing up       | Happens if the Font Shoppe and SIGHT won't talk to each other and both wait for a response; press Control-C at this point. |
| GIDDAP            | Application which displays GIDIS picture files (like those created by SIGHT).                                              |
| GIDIS             | The master graphics-drawing scribe on the PRO/300 (General Image Display Instruction Set).                                 |
| GIDIS file        | Picture file created and edited by SIGHT (file extension .GID).                                                            |
| GIDIS protocol    | Using GIDIS or CORE Graphics to draw on the screen.                                                                        |
| grids             | Areas on the Drawing Board used for pattern manipulations.                                                                 |
| install name      | Required in a TSK file for proper computer identification.                                                                 |

1. The first part of the report deals with the general situation of the country and the progress of the work during the year.

2. The second part contains a detailed account of the work done in the various departments and the results achieved.

3. The third part gives a summary of the financial position and the expenditure incurred during the year.

4. The fourth part contains a list of the names of the persons who have been employed during the year and the work they have done.

5. The fifth part contains a list of the names of the persons who have been employed during the year and the work they have done.

6. The sixth part contains a list of the names of the persons who have been employed during the year and the work they have done.

7. The seventh part contains a list of the names of the persons who have been employed during the year and the work they have done.

8. The eighth part contains a list of the names of the persons who have been employed during the year and the work they have done.

9. The ninth part contains a list of the names of the persons who have been employed during the year and the work they have done.

10. The tenth part contains a list of the names of the persons who have been employed during the year and the work they have done.



|                |                                                                                                                                                                 |
|----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Interrupt-DO   | See Control-C.                                                                                                                                                  |
| LA100          | DEC printer that works with the Font Shoppe and can print GIDIS pictures.                                                                                       |
| pattern        | What makes up one character.                                                                                                                                    |
| Playing Field  | Drawing Board utility, lets you manipulate a character's appearance without changing its grid pattern.                                                          |
| Professional   | Pro/300 series computers.                                                                                                                                       |
| PROSE          | Word processor application from DEC.                                                                                                                            |
| Pro/SIGHT      | See SIGHT.                                                                                                                                                      |
| reconfigure    | Alter the ASCII values in a FNT file.                                                                                                                           |
| Reference Grid | Drawing Board utility, lets you recall and delete patterns from a FNT file.                                                                                     |
| SELECT+        | See SELECT-plus.                                                                                                                                                |
| SELECT-plus    | Allows you to access further functions on the drawing board.                                                                                                    |
| Shoppe Keeper  | Runs the Font Shoppe. Offers you iced tea and lemonade.                                                                                                         |
| SIGHT          | Application which draws and manipulates graphics, from DEC.                                                                                                     |
| SIGHTkick      | Application which runs SIGHT, explained in the separate document, "SIGHTkick, a PRO/SIGHT Font Loader."                                                         |
| splats         | Term taken from DEC documentation that represents a checkboard pattern that is usually created when a character or fill pattern specified has not been defined. |
| stamp          | The flashing cursor on the Drawing Board's Character Grid.                                                                                                      |
| stamper        | See stamp.                                                                                                                                                      |
| translate      | Rendering a file from one form into another, from something one program understands into something another program understands.                                 |
| TSK            | Final file form of a font; file created for use by SIGHT or other GIDIS-protocol programs.                                                                      |





## Appendix B.

### ERROR MESSAGES AND WARNINGS

Error messages are listed for each of the options available through Main Counter selections. Following the errors are the reasons why the error message may have been prompted.

A suggested fix for an error is described by the reason for the error. For example, "the FNT file has become locked" means that you should check to see if the file is locked, and then unlock it.

The reasons for the errors are listed in approximately increasing difficult-to-fix and difficult-to-comprehend order. Most of the errors are caused by simple reasons and are solved with simple solutions. It's that small percentage of problems that may need assistance from the architects to be cracked and resolved.

---

#### Drawing Board

---

Note: HOW TO ACCESS DISK SERVICES WITHOUT LEAVING THE DRAWING BOARD:

- (a) Press SET-UP from either the Character or Reference Grid.
- (b) Choose the select-an-existing-FNT-file option.
- (c) When the list of FNT names appear (if any), press ADDITIONAL OPTIONS.
- (d) Disks Services will then appear.
- (e) After you have used Disk Services, press EXIT to leave it, EXIT again to leave the FNT-choice menu, and EXIT again to leave the Set-Up Menu.

---

A pattern is already stored under that keyboard key!

- You already saved a pattern under that key.
- You are using the wrong FNT file.
- A filler pattern occupies that key.
- Someone else has stored a pattern under that key.

MEMORANDUM

TO : THE PRESIDENT

FROM : THE SECRETARY OF DEFENSE

SUBJECT: [Illegible]

[Illegible text block]

[Illegible text block]

[Illegible text block]

[Illegible text block]

[Illegible text block]

[Illegible text block]

[Illegible text block]

[Illegible text block]

[Illegible text block]

[Illegible text block]

[Illegible text block]



There is a problem in fetching the pattern for the key ...

- You removed the diskette the Shoppe was accessing the FNT file from.
- You probably have not chosen the FNT file from which you wish to get the pattern, you did not save a pattern under that key, or you chose the wrong key (you meant to press another key).
- The FNT file is empty (it has not patterns stored in it).
- The FNT file has become locked.

There is a problem in saving the pattern!

- You removed the diskette the shoppe was accessing the FNT file from, or the diskette is write-protected.
- The FNT file has become locked.
- The hard disk or diskette is full and cannot store another pattern. You must make room or use another disk(ette).

WHAT? You pressed a key that is not listed in the Function Keys Available box above ...

- You pressed HELP and then a function key which is not available. Either press an available function key or the space bar to get out of HELP.

---

???-to-FNT Translation

---

TSK-to-FNT Translation

Typical errors are listed below. If none of the suggested solutions work, try using the TSK file from SIGHT. If the TSK file does not work PROPERLY from SIGHT, then contact the Shoppe architects for further assistance.

There is a problem in creating a new FNT file.

- The current directory is on a diskette and no diskette is in the drive, or the diskette is write-protected.
- The hard disk or diskette is full and cannot store another new file. You must make room or use another disk(ette).

There is a problem in opening that file.

- The current directory is on a diskette and no diskette is in the drive.
- The file is not a TSK font file.
- The file locked.
- The file is a TSK file, but it was not created for use as a font file, or it was created for use as a font file but it has different file attributes than normal.







There is a problem in reading from the TSK file.

- The current directory is on a diskette and no diskette is in the drive.
- The TSK file is locked.
- The TSK file is corrupted.
- The TSK file uses strange data placement, and the Shoppe can't handle it.

There is a problem in writing to the new FNT file.

- The current directory is on a diskette and no diskette is in the drive, or the diskette is write-protected.
- The remaining free space on the hard disk or diskette has been used up. You must make room or use another disk(ette).

... This is not an acceptable TSK font file.

- The TSK file is not considered a font file due to the reason listed. It may actually be a font file, but it is not Shoppe compatible. Not all TSK font files have to use 16-by-16 size characters, for example, but they must be that size to be translated by the Shoppe.

#### TXT-to-FNT Translation

The above ASCII value is out of range (0-255).

- You entered the wrong ASCII value for a grid pattern.
- You forgot to enter an ASCII value for a grid pattern.
- You deleted or inserted a line which caused the program to "miss" the line the ASCII value is on.

There is a problem in creating a new FNT file.

- The current directory is on a diskette and no diskette is in the drive, or the diskette is write-protected.
- The hard disk or diskette is full and cannot store another new file. You must make room or use another disk(ette).

There is a problem in opening that file.

- The current directory is on a diskette and no diskette is in the drive.
- The file is locked.
- The file is not a TXT font file for use by this program.

There is a problem in reading from the TXT file.

- The current directory is on a diskette and no diskette is in the drive.
- You entered data improperly at the indicated line.
- The TXT file is corrupted, beginning at the indicated line.



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There is a problem in writing to the new FNT file.

- You are using a write-protected diskette or the data diskette is not in the drive.
- You duplicated an ASCII value. the ASCII values may be in any order but duplications are not allowed.
- The remaining free space on the hard disk or diskette has been used up. You must make room or use another diskette.

#### FNT-to-FNT Reconfigure

WARNING: If you specify the wrong reconfigure value, the newer version FNT file may end up begin empty! (Remember, though, that the earlier-version FNT file is not altered or deleted.)

There is a problem in creating a new FNT file.

- The current directory is on a diskette and no diskette is in the drive, or the diskette is write-protected.
- The hard disk or diskette is full and cannot store another new file. You must make room or use another disk(ette).

There is a problem in opening that file.

- The current directory is on a diskette and no diskette is in the drive.
- The FNT file may be locked.
- The file is not a FNT file created by the Font Shoppe.
- The FNT file's data is corrupted.

There is a problem in reading from the old FNT file.

- The current directory is on a diskette and no diskette is in the drive.
- The FNT file may be locked.
- The file is not a FNT file created by the Font Shoppe.
- The FNT file's data is corrupted.

There is a problem in writing to the new FNT file.

- You are using a write-protected diskette or the data diskette is not in the drive.
- The remaining free space on the hard disk or diskette has been used up. You must make room or use another diskette.

---

#### FNT-to-TSK Translation

---

WARNING: If a TSK file is created by the translation process even though an error message was displayed, DELETE THE TSK FILE AS SOON AS POSSIBLE. Use of a TSK font file that was improperly created can possibly cause damage to other files on







your disk, even if the bad TSK file appears to work correctly under SIGHT. Again, if any error message was displayed during translation, delete any residue TSK file.

**WARNING:** If, when you are using a TSK font file under SIGHT, ANY UNRECOGNIZABLE CHARACTERS APPEAR, DO NOT USE THAT TSK FILE AGAIN. If YOU created that TSK file with the Shoppe's translation process, then you should delete it and try translating the original FNT file again.

If you have followed the tutorial, you should know what should be in a TSK font file that YOU have created from scratch:

- (a) The characters YOU created.
- (b) Filler characters, if necessary, put in by the translator.
- (c) Splats produced by GIDIS.

When you are using a TSK file that YOU did not create, it may be hard to tell whether the patterns or characters you are seeing were put in the TSK file that way intentionally. IF YOU ARE UNSURE ABOUT ANY PATTERNS THAT APPEAR WHEN USING SOMEONE ELSE'S TSK FONT FILE, DO NOT USE THAT TSK FILE.

One final warning:

NEVER, EVER TRY TO USE A TSK FILE AS A FONT IF YOU ARE NOT SURE IT IS A FONT FILE. Other files besides font files use the extension .TSK unfortunately.

One final note:

These warnings hold true whether you are using TSK font files in SIGHT or displaying them through the Shoppe's "display a TSK file's contents" option on the Main Counter.

---

There is a problem in creating a new TSK file.

- The current directory is on a diskette and no diskette is in the drive, or the diskette is write-protected.
- The hard disk or diskette is full and cannot store another new file. You must make room or use another disk(ette).
- The translator cannot create a file with the required number of CONTIGUOUS blocks. You must make room for more contiguous blocks. (Refer to the Pro/300 hard disk manuals for help regarding contiguity.)







**There is a problem in opening the FNT file.**

- The current directory is on a diskette and no diskette is in the drive.
- The FNT file may be locked.
- The file is not a FNT file created by the Font Shoppe.
- The FNT file's data is corrupted.

**There is a problem in reading from the FNT file.**

- The current directory is on a diskette and no diskette is in the drive.
- The FNT file may be locked.
- The file is not a FNT file created by the Font Shoppe.
- The FNT file's data is corrupted.

**There is a problem in writing to the new TSK file.**

- You are using a write-protected diskette or the data diskette is not in the drive.
- The remaining free space on the hard disk or diskette has been used up. You must make room or use another disk(ette).
- The translator cannot write to the file because there are not enough CONTIGUOUS blocks. You must make room for more contiguous blocks. (Refer to the Pro/300 hard disk manuals for help regarding contiguity.)

---

**Print/Display FNT**

---

**Any open, read or closing errors:**

- The current directory is on a diskette and no diskette is in the drive.
- The FNT file may be locked.
- The file is not a FNT file created by the Font Shoppe.
- The FNT file's data is corrupted.

**Your printer shows no signs of life!**

- The printer is not turned on.
- The ONLINE/OFF key on the printer is down.
- The printer is not connected to the computer's printer port.

---

**Display TSK**

---

**Any open, read, display, or closing errors:**

- The current directory is on a diskette and no diskette is in the drive.
- The TSK file may be locked.
- The file is not a TSK font file.



There is a great deal of material in this

document which is of interest to the

authorities in the

Department of the

Interior.

The material is being

sent to the

authorities in the

Department of the

Interior.

The material is being

sent to the

authorities in the

Department of the

Interior.

The material is being

sent to the

CONFIDENTIAL

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- The file is a TSK file, but it was not created for use as a font file, or it was created for font use, but it has different file attributes than normal.

---

Showing the Install Name

---

If the install name cannot be read from the TSK file:

- The current directory is on a diskette and no diskette is in the drive.
- The TSK file may be locked.
- The file is not a TSK font file.
- The file is a TSK file, but it was not created for use as a font file, or it was created for font use, but it has different file attributes than normal.

---

SIGHTkick

---

SIGHTkick documentation and error messages are in the separate user's guide, "SIGHTkick, A Pro/Sight Font Loader."

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Section VI.

FORMS AND CHARTS

|                                                         |      |
|---------------------------------------------------------|------|
| Character Grid Function Keys. . . . .                   | VI-2 |
| Reference Grid Function Keys. . . . .                   | VI-2 |
| Playing Field Function Keys . . . . .                   | VI-3 |
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| List of TSK Install Names . . . . .                     | VI-5 |
| List of Fonts Used in GIDIS Pictures. . . . .           | VI-6 |

STANDARD  
TESTING METHOD

1. The purpose of this test is to determine the  
effect of the treatment on the growth of the  
plant. The test is conducted by comparing the  
growth of the treated plant with the growth of  
the control plant. The results of the test are  
as follows: The treated plant shows a significant  
increase in growth compared to the control plant.  
The increase in growth is statistically significant  
at the 5% level. The results of the test are  
as follows: The treated plant shows a significant  
increase in growth compared to the control plant.



## Character Grid Function Keys

---

|                      |                                                       |    |
|----------------------|-------------------------------------------------------|----|
| ADDITIONAL OPTIONS   | Presents the menu for displaying/printing a FNT file  |    |
| Arrow Keys . . . . . | Moves stamper around the grid in indicated direction  |    |
| BREAK . . . . .      | Turns the Update "echo" feature on and off            |    |
| CANCEL . . . . .     | Cancels SELECT option prompt                          |    |
| DO . . . . .         | Saves grid pattern in the created/chosen FNT file     |    |
| EXIT . . . . .       | Presents option for exiting to Main Counter           |    |
| INSERT . . . . .     | Fills in the block outlined by the flashing stamper   |    |
| NEXT . . . . .       | Moves you to the Playing Field                        |    |
| PF1 . . . . .        | Reverses all of the blocks on the grid                | *  |
| PF2 . . . . .        | Flips the grid pattern left/right                     | *  |
| PF3 . . . . .        | Flips the grid pattern up/down                        | *  |
| PF4 . . . . .        | Stores the grid pattern in temporary memory           |    |
| PREV . . . . .       | Moves you to the Reference Grid                       |    |
| REMOVE . . . . .     | Unfills the block outlined by the flashing stamper    |    |
|                      |                                                       |    |
| SELECT . . . . .     | SELECT+arrow key . scroll whole grid in key direction |    |
|                      | SELECT+CANCEL . . cancel SELECT+ option               |    |
|                      | SELECT+INSERT . . fill in ALL blocks on grid          | ** |
|                      | SELECT+PF2 . . . . flip left/right with overlay       | ** |
|                      | SELECT+PF3 . . . . flip up/down with overlay          | ** |
|                      | SELECT+PF4 . . . . place stored pattern on grid       | ** |
|                      | SELECT+REMOVE . . unfill ALL blocks on grid           | ** |

SET-UP . . . . . Presents options for choosing FNT file, character key

\* -- options are pattern non-changing: Same key pressed again will return grid pattern to its original state.

\*\* -- options are pattern changing: Same key pressed again will not return grid pattern to its original state. (SELECT+PF4 does not change pattern stored under PF4.)

THE HISTORY OF THE  
CITY OF BOSTON

The city of Boston, situated on a neck of land between the harbor and the bay, was first settled by a small number of Englishmen in 1630. The settlement was founded by a group of Puritan ministers and laymen, who had fled from the religious persecution in England. They were led by John Winthrop, who gave the city the name of Boston in honor of the English city of the same name. The city grew rapidly, and by 1690 it had become one of the largest and most important cities in the New England colonies. It was the center of the revolutionary movement, and it was here that the first battle of the American Revolution was fought. The city was captured by the British in 1775, and it remained under their control until 1780. After the war, the city continued to grow and prosper, and it became one of the leading cities in the United States. It was the site of many important events, including the signing of the Declaration of Independence and the ratification of the Constitution. The city has a rich history, and it is one of the most important cities in the United States.



## Reference Grid Function Keys

---

|                    |   |                                                      |   |
|--------------------|---|------------------------------------------------------|---|
| ADDITIONAL OPTIONS | . | Presents the menu for displaying/printing a FNT file |   |
| CANCEL             | . | Cancels SELECT option prompt                         |   |
| EXIT               | . | Presents option for exiting to Main Counter          |   |
| NEXT               | . | Moves you to the Character Grid                      |   |
| PF1                | . | Reverses all of the blocks on the grid               | * |
| PF2                | . | Flips the grid pattern left/right                    | * |
| PF3                | . | Flips the grid pattern up/down                       | * |
| PF4                | . | Stores the grid pattern in temporary memory          |   |
| PREV               | . | Moves you to the Playing Field                       |   |

|        |   |               |   |                                   |     |
|--------|---|---------------|---|-----------------------------------|-----|
| SELECT | . | SELECT+CANCEL | . | cancel SELECT+ option             |     |
|        |   | SELECT+INSERT | . | overlay pattern on Character Grid |     |
|        |   | SELECT+PF2    | . | flip left/right with overlay      | **  |
|        |   | SELECT+PF3    | . | flip up/down with overlay         | **  |
|        |   | SELECT+PF4    | . | place stored pattern on grid      | **  |
|        |   | SELECT+REMOVE | . | delete pattern from FNT file      | *** |

SET-UP . . . . . Presents options for choosing FNT file, character key

\* -- options are pattern non-changing: Same key pressed again will return grid pattern to original state. Pattern in FNT file is not changed.

\*\* -- options are pattern changing: Same key pressed again will not return grid pattern to its original state. (SELECT+PF4 does not change pattern stored under PF4.) Pattern in FNT file is not changed.

\*\*\* -- SELECT+REMOVE will delete the pattern from the FNT file and remove it from the Reference Grid. Do a PF4 before you delete it if you want to work with that pattern after you SELECT+REMOVE.

Page 10 of 10

The first part of the document is a letter from the President of the United States to the Congress. The letter is dated January 1, 1863, and is addressed to the House of Representatives. The President discusses the state of the Union and the progress of the war against the Confederacy. He mentions the Emancipation Proclamation and the importance of the Union's victory.

The second part of the document is a report from the Secretary of the War Department. The report is dated January 1, 1863, and is addressed to the President. The Secretary discusses the military situation and the progress of the war. He mentions the number of troops and the progress of the campaign.

The third part of the document is a report from the Secretary of the Navy Department. The report is dated January 1, 1863, and is addressed to the President. The Secretary discusses the naval situation and the progress of the war. He mentions the number of ships and the progress of the campaign.

The fourth part of the document is a report from the Secretary of the Treasury Department. The report is dated January 1, 1863, and is addressed to the President. The Secretary discusses the financial situation and the progress of the war. He mentions the amount of money raised and the progress of the campaign.

The fifth part of the document is a report from the Secretary of the Interior Department. The report is dated January 1, 1863, and is addressed to the President. The Secretary discusses the land situation and the progress of the war. He mentions the amount of land surveyed and the progress of the campaign.

The sixth part of the document is a report from the Secretary of the State Department. The report is dated January 1, 1863, and is addressed to the President. The Secretary discusses the diplomatic situation and the progress of the war. He mentions the number of treaties signed and the progress of the campaign.



## Playing Field Function Keys

---

Note: Playing Field-specific function keys have no affect whatsoever on the Character and Reference Grid patterns and FNT files.

|                    |           |                                                      |
|--------------------|-----------|------------------------------------------------------|
| ADDITIONAL OPTIONS | .         | Presents the menu for displaying/printing a FNT file |
| Arrow Keys         | . . . . . | Moves the pattern around the Playing Field           |
| CANCEL             | . . . . . | Cancels SELECT option prompt                         |
| EXIT               | . . . . . | Presents option for exiting to Main Counter          |
| NEXT               | . . . . . | Moves you to the Reference Grid                      |
| PREV               | . . . . . | Moves you to the Character Grid                      |
| SELECT             | . . . . . | SELECT+CANCEL . . cancel SELECT+ option              |

The following function keys only affect the pattern you are currently working with on the Playing Field. Once you leave the Playing Field, you relinquish control over that pattern.

|        |           |                                                                                                                                                                                                                                                                                                                                     |
|--------|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PF1    | . . . . . | Changes pattern color                                                                                                                                                                                                                                                                                                               |
| PF2    | . . . . . | Italicizes the pattern. Repeated PF2 presses will cause the pattern to be slanted forward, to a limit; at the limit, repeated PF2 presses will cause the pattern to be slanted backwards, to a limit                                                                                                                                |
| PF3    | . . . . . | Rotates the pattern about its upper-left hand corner                                                                                                                                                                                                                                                                                |
| PF4    | . . . . . | Resets the pattern to its original size and position                                                                                                                                                                                                                                                                                |
| SELECT | . . . . . | SELECT+down arrow increases pattern height<br>SELECT+left arrow decreases pattern width<br>SELECT+PF2 . . . . reverses slant increment direction<br>SELECT+PF4 . . . . clears Playing Field and resets the working pattern's attributes<br>SELECT+right arrow increases pattern width<br>SELECT+up arrow . decreases pattern height |

The following function keys and/or sequences will effectively cause the playing Field to be cleared:

- a) ADDITIONAL OPTIONS from the Field or any Grid
- b) exiting from the Drawing Board
- c) pressing HELP twice in a row from the Field or any Grid
- d) SELECT+PF4 on the Field
- e) The SET-UP Menu's "choose an existing FNT file" option (from either Grid)



THE HISTORY OF THE  
CITY OF BOSTON

From the first settlement of the Indians to the present time  
By JOHN G. REED, Esq.

Published by J. G. REED, Esq.  
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Price 25 CENTS

For sale by J. G. REED, Esq.

By J. G. REED, Esq.



## How to Exit from or Stop a Section or an Option

---

| Menu/Counter                            | Press      | To                         |
|-----------------------------------------|------------|----------------------------|
| Additional Options                      | EXIT       | return to previous option  |
| File Selection<br>(FNT, TSK, TXT, etc.) | EXIT       | return to previous option  |
| FNT-to-TSK Translation                  | EXIT       | return to the Main Counter |
| Font Display Choice                     | EXIT       | return to previous option  |
| Main Counter                            | EXIT       | leave the Font Shoppe      |
| Services (Disk, etc.)                   | EXIT       | return to previous option  |
| SIGHTkick                               | EXIT       | return to the Main Counter |
| SIGHT Exit Options                      | EXIT twice | return to the Main Counter |
| SIGHT Start-Up                          | EXIT       | return to the Main Counter |
| ???-to-FNT Translation                  | EXIT       | return to the Main Counter |

| Option                                  | Press                                                                                                          | To                                                            |
|-----------------------------------------|----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------|
| Display FNT contents                    | EXIT                                                                                                           | return to previous option                                     |
| Display TSK contents                    | EXIT                                                                                                           | return to previous option                                     |
| Drawing Board                           | EXIT                                                                                                           | get the EXIT OPTIONS menu                                     |
| Additional Options                      | EXIT                                                                                                           | return to the Drawing Board                                   |
| Exit Options                            | DO                                                                                                             | quit to the Main Counter                                      |
| HELP                                    | space bar                                                                                                      | stop HELP, return to Drawing Board                            |
| SELECT                                  | CANCEL                                                                                                         | cancel SELECT+                                                |
| Set-Up                                  | EXIT                                                                                                           | exit menu, return to Drawing Board                            |
| File Selection<br>(FNT, TSK, TXT, etc.) | EXIT                                                                                                           | return to previous option                                     |
| Print FNT file contents                 | CANCEL<br>EXIT                                                                                                 | stop printing, then press ...<br>to return to previous option |
| SIGHT                                   | EXIT                                                                                                           | then press EXIT twice more                                    |
| Save Picture in File                    | EXIT                                                                                                           | return to SIGHT Exit Options menu                             |
| Translation<br>(???-to-FNT, FNT-to-TSK) | Once the translation is under way, you cannot<br>stop the option. You must wait for the transla-<br>to finish. |                                                               |

# UNITED STATES DEPARTMENT OF AGRICULTURE OFFICE OF THE SECRETARY

| UNITED STATES DEPARTMENT OF AGRICULTURE |      | OFFICE OF THE SECRETARY |      |
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UNITED STATES DEPARTMENT OF AGRICULTURE  
 OFFICE OF THE SECRETARY  
 WASHINGTON, D. C. 20250



# ASCII Character Chart

DBK = Drawing Board key (accessible from the Drawing Board)

ASC = ASCII value

CCS = Compose Character sequence. Example: To get the cent sign ¢ (ASC 162) press COMPOSE, then C, then vertical bar |.

| DBK  | ASC | CCS | DBK | ASC | CCS | DBK | ASC | CCS | DBK | ASC | CCS | DBK | ASC | CCS |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
|      | 000 |     | 3   | 051 |     | f   | 102 |     |     | 153 |     | ĩ   | 204 | I'  |
|      | 001 |     | 4   | 052 |     | g   | 103 |     |     | 154 |     | İ   | 205 | I'  |
|      | 002 |     | 5   | 053 |     | h   | 104 |     |     | 155 |     | İ   | 206 | I^  |
|      | 003 |     | 6   | 054 |     | j   | 105 |     |     | 156 |     | İ   | 207 | I"  |
|      | 004 |     | 7   | 055 |     | i   | 106 |     |     | 157 |     |     | 208 |     |
|      | 005 |     | 8   | 056 |     | k   | 107 |     |     | 158 |     | Ñ   | 209 | N~  |
|      | 006 |     | 9   | 057 |     | l   | 108 |     |     | 159 |     | Õ   | 210 | O'  |
|      | 007 |     | :   | 058 |     | m   | 109 |     |     | 160 |     | Ô   | 211 | O'  |
|      | 008 |     | ;   | 059 |     | n   | 110 |     | i   | 161 | !!  | Õ   | 212 | O^  |
|      | 009 |     | <   | 060 |     | o   | 111 |     | ¢   | 162 | C   | Ö   | 213 | O~  |
|      | 010 |     | =   | 061 |     | p   | 112 |     | £   | 163 | L-  | Ö   | 214 | O"  |
|      | 011 |     | >   | 062 |     | q   | 113 |     |     | 164 |     | Œ   | 215 | OE  |
|      | 012 |     | ?   | 063 |     | r   | 114 |     | ¥   | 165 | Y-  | Ø   | 216 | O/  |
|      | 013 |     | @   | 064 |     | s   | 115 |     |     | 166 |     | Ů   | 217 | U'  |
|      | 014 |     | A   | 065 |     | t   | 116 |     | \$  | 167 | SO  | Ů   | 218 | U'  |
|      | 015 |     | B   | 066 |     | u   | 117 |     | ¤   | 168 | OX  | Ů   | 219 | U^  |
|      | 016 |     | C   | 067 |     | v   | 118 |     | ©   | 169 | CO  | Ů   | 220 | U"  |
|      | 017 |     | D   | 068 |     | w   | 119 |     | ª   | 170 | A_  | Ÿ   | 221 | Y"  |
|      | 018 |     | E   | 069 |     | x   | 120 |     | «   | 171 | <<  |     | 222 |     |
|      | 019 |     | F   | 070 |     | y   | 121 |     |     | 172 |     | ß   | 223 | ss  |
|      | 020 |     | G   | 071 |     | z   | 122 |     |     | 173 |     | à   | 224 | a'  |
|      | 021 |     | H   | 072 |     | {   | 123 |     |     | 174 |     | á   | 225 | a'  |
|      | 022 |     | I   | 073 |     |     | 124 |     |     | 175 |     | â   | 226 | a^  |
|      | 023 |     | J   | 074 |     | }   | 125 |     | °   | 176 | ^0  | ã   | 227 | a~  |
|      | 024 |     | K   | 075 |     | ~   | 126 |     | ±   | 177 | + - | ä   | 228 | a"  |
|      | 025 |     | L   | 076 |     |     | 127 |     | ½   | 178 | ^2  | å   | 229 | a*  |
|      | 026 |     | M   | 077 |     |     | 128 |     | ³   | 179 | ^3  | æ   | 230 | ae  |
|      | 027 |     | N   | 078 |     |     | 129 |     |     | 180 |     | ç   | 231 | c,  |
|      | 028 |     | O   | 079 |     |     | 130 |     | μ   | 181 | /U  | è   | 232 | e'  |
|      | 029 |     | P   | 080 |     |     | 131 |     | ¶   | 182 | P!  | é   | 233 | e'  |
|      | 030 |     | Q   | 081 |     |     | 132 |     | •   | 183 | ^.  | è   | 234 | e^  |
|      | 031 |     | R   | 082 |     |     | 133 |     |     | 184 |     | ë   | 235 | e"  |
| pace | 032 |     | S   | 083 |     |     | 134 |     | ¹   | 185 | ^1  | ì   | 236 | i'  |
| !    | 033 |     | T   | 084 |     |     | 135 |     | º   | 186 | O_  | í   | 237 | i'  |
| "    | 034 |     | U   | 085 |     |     | 136 |     | »   | 187 | >>  | î   | 238 | i^  |
| #    | 035 |     | V   | 086 |     |     | 137 |     | ¼   | 188 | 14  | ï   | 239 | i"  |
| \$   | 036 |     | W   | 087 |     |     | 138 |     | ½   | 189 | 12  |     | 240 |     |
| %    | 037 |     | X   | 088 |     |     | 139 |     |     | 190 |     | ñ   | 241 | n~  |
| &    | 038 |     | Y   | 089 |     |     | 140 |     | ¿   | 191 | ??  | ò   | 242 | o'  |
| '    | 039 |     | Z   | 090 |     |     | 141 |     | À   | 192 | A'  | ó   | 243 | o'  |
| (    | 040 |     | [   | 091 |     |     | 142 |     | Á   | 193 | A'  | ô   | 244 | o^  |
| )    | 041 |     | \   | 092 |     |     | 143 |     | Â   | 194 | A^  | õ   | 245 | o~  |
| *    | 042 |     | ]   | 093 |     |     | 144 |     | Ã   | 195 | A~  | ö   | 246 | o"  |
| +    | 043 |     | ^   | 094 |     |     | 145 |     | Ä   | 196 | A"  | œ   | 247 | oe  |
| ,    | 044 |     |     | 095 |     |     | 146 |     | Å   | 197 | A*  | ø   | 248 | o/  |
| -    | 045 |     | ¯   | 096 |     |     | 147 |     | Æ   | 198 | AE  | ù   | 249 | u'  |
| .    | 046 |     | a   | 097 |     |     | 148 |     | Ç   | 199 | C,  | ú   | 250 | u'  |
| /    | 047 |     | b   | 098 |     |     | 149 |     | È   | 200 | E'  | û   | 251 | u^  |
| 0    | 048 |     | c   | 099 |     |     | 150 |     | É   | 201 | E'  | ü   | 252 | u"  |



# STANDARD FORM NO. 64

OFFICE OF THE SECRETARY OF DEFENSE

MEMORANDUM FOR THE SECRETARY OF DEFENSE

1. The purpose of this memorandum is to inform you of the results of the review of the Department of Defense's (DOD) financial management system. The review was conducted by the General Accounting Office (GAO) and the results are summarized in the following paragraphs.

2. The review found that the DOD's financial management system is complex and difficult to understand. It is also inefficient and costly to operate. The review identified several areas where improvements could be made to make the system more efficient and less costly to operate.

3. The review found that the DOD's financial management system is not well integrated with other systems. This results in a lack of coordination and communication between different parts of the system. The review recommended that the DOD should develop a more integrated system that would allow for better coordination and communication between different parts of the system.

4. The review found that the DOD's financial management system is not well suited to the needs of the Department. The system is too inflexible and does not allow for the necessary changes to be made in a timely manner. The review recommended that the DOD should develop a more flexible system that would allow for the necessary changes to be made in a timely manner.

5. The review found that the DOD's financial management system is not well suited to the needs of the public. The system is too complex and difficult to understand, which makes it difficult for the public to understand how the DOD is spending its money. The review recommended that the DOD should develop a more user-friendly system that would be easier for the public to understand.

6. The review found that the DOD's financial management system is not well suited to the needs of the future. The system is outdated and does not take into account the needs of the future. The review recommended that the DOD should develop a more modern system that would take into account the needs of the future.

7. The review found that the DOD's financial management system is not well suited to the needs of the world. The system is not designed to handle the complexities of the world and does not take into account the needs of the world. The review recommended that the DOD should develop a more world-oriented system that would take into account the needs of the world.

8. The review found that the DOD's financial management system is not well suited to the needs of the nation. The system is not designed to handle the complexities of the nation and does not take into account the needs of the nation. The review recommended that the DOD should develop a more nation-oriented system that would take into account the needs of the nation.

9. The review found that the DOD's financial management system is not well suited to the needs of the people. The system is not designed to handle the complexities of the people and does not take into account the needs of the people. The review recommended that the DOD should develop a more people-oriented system that would take into account the needs of the people.

10. The review found that the DOD's financial management system is not well suited to the needs of the country. The system is not designed to handle the complexities of the country and does not take into account the needs of the country. The review recommended that the DOD should develop a more country-oriented system that would take into account the needs of the country.

11. The review found that the DOD's financial management system is not well suited to the needs of the world, the nation, the people, and the country. The system is not designed to handle the complexities of the world, the nation, the people, and the country. The review recommended that the DOD should develop a more world, nation, people, and country-oriented system that would take into account the needs of the world, the nation, the people, and the country.

12. The review found that the DOD's financial management system is not well suited to the needs of the world, the nation, the people, and the country. The system is not designed to handle the complexities of the world, the nation, the people, and the country. The review recommended that the DOD should develop a more world, nation, people, and country-oriented system that would take into account the needs of the world, the nation, the people, and the country.

13. The review found that the DOD's financial management system is not well suited to the needs of the world, the nation, the people, and the country. The system is not designed to handle the complexities of the world, the nation, the people, and the country. The review recommended that the DOD should develop a more world, nation, people, and country-oriented system that would take into account the needs of the world, the nation, the people, and the country.

14. The review found that the DOD's financial management system is not well suited to the needs of the world, the nation, the people, and the country. The system is not designed to handle the complexities of the world, the nation, the people, and the country. The review recommended that the DOD should develop a more world, nation, people, and country-oriented system that would take into account the needs of the world, the nation, the people, and the country.

15. The review found that the DOD's financial management system is not well suited to the needs of the world, the nation, the people, and the country. The system is not designed to handle the complexities of the world, the nation, the people, and the country. The review recommended that the DOD should develop a more world, nation, people, and country-oriented system that would take into account the needs of the world, the nation, the people, and the country.

16. The review found that the DOD's financial management system is not well suited to the needs of the world, the nation, the people, and the country. The system is not designed to handle the complexities of the world, the nation, the people, and the country. The review recommended that the DOD should develop a more world, nation, people, and country-oriented system that would take into account the needs of the world, the nation, the people, and the country.

17. The review found that the DOD's financial management system is not well suited to the needs of the world, the nation, the people, and the country. The system is not designed to handle the complexities of the world, the nation, the people, and the country. The review recommended that the DOD should develop a more world, nation, people, and country-oriented system that would take into account the needs of the world, the nation, the people, and the country.

18. The review found that the DOD's financial management system is not well suited to the needs of the world, the nation, the people, and the country. The system is not designed to handle the complexities of the world, the nation, the people, and the country. The review recommended that the DOD should develop a more world, nation, people, and country-oriented system that would take into account the needs of the world, the nation, the people, and the country.

19. The review found that the DOD's financial management system is not well suited to the needs of the world, the nation, the people, and the country. The system is not designed to handle the complexities of the world, the nation, the people, and the country. The review recommended that the DOD should develop a more world, nation, people, and country-oriented system that would take into account the needs of the world, the nation, the people, and the country.

20. The review found that the DOD's financial management system is not well suited to the needs of the world, the nation, the people, and the country. The system is not designed to handle the complexities of the world, the nation, the people, and the country. The review recommended that the DOD should develop a more world, nation, people, and country-oriented system that would take into account the needs of the world, the nation, the people, and the country.

STANDARD FORM NO. 64



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STATE OF NEW YORK  
IN SENATE

January 10, 1907

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| NAME                 | RESIDENCE     | EDUCATION            | EXPERIENCE |
|----------------------|---------------|----------------------|------------|
| John A. Smith        | New York City | Harvard University   | 1880-1885  |
| James B. Jones       | Albany        | Union College        | 1885-1890  |
| William C. Brown     | Schenectady   | Schenectady Academy  | 1890-1895  |
| Charles D. White     | Rochester     | Rochester University | 1895-1900  |
| Edward F. Green      | Syracuse      | Syracuse University  | 1900-1905  |
| Franklin G. Black    | Buffalo       | Buffalo University   | 1905-1910  |
| George H. Gray       | Watkinsville  | Watkinsville Academy | 1910-1915  |
| Henry I. Hall        | Utica         | Utica University     | 1915-1920  |
| Isaac J. King        | Oneida        | Oneida University    | 1920-1925  |
| Jeremiah L. Lee      | Watkinsville  | Watkinsville Academy | 1925-1930  |
| Jonathan M. Martin   | Albany        | Albany University    | 1930-1935  |
| Kenneth N. Nelson    | Schenectady   | Schenectady Academy  | 1935-1940  |
| Lawrence O. Olson    | Rochester     | Rochester University | 1940-1945  |
| Malcolm P. Parker    | Syracuse      | Syracuse University  | 1945-1950  |
| Nathan Q. Quinn      | Buffalo       | Buffalo University   | 1950-1955  |
| Oliver R. Reed       | Watkinsville  | Watkinsville Academy | 1955-1960  |
| Philip S. Scott      | Utica         | Utica University     | 1960-1965  |
| Richard T. Taylor    | Oneida        | Oneida University    | 1965-1970  |
| Samuel U. Underhill  | Watkinsville  | Watkinsville Academy | 1970-1975  |
| Thomas V. Vance      | Albany        | Albany University    | 1975-1980  |
| Ulysses W. Walker    | Schenectady   | Schenectady Academy  | 1980-1985  |
| Veronica X. Xavier   | Rochester     | Rochester University | 1985-1990  |
| William Y. Young     | Syracuse      | Syracuse University  | 1990-1995  |
| Zachary Z. Zimmerman | Buffalo       | Buffalo University   | 1995-2000  |